THE OFFICIAL GORILLA GUIDE FROM NINTENDO POWER

DONKEY KONG 64

OFFICIAL Nintendo PLAYER'S GUIDE

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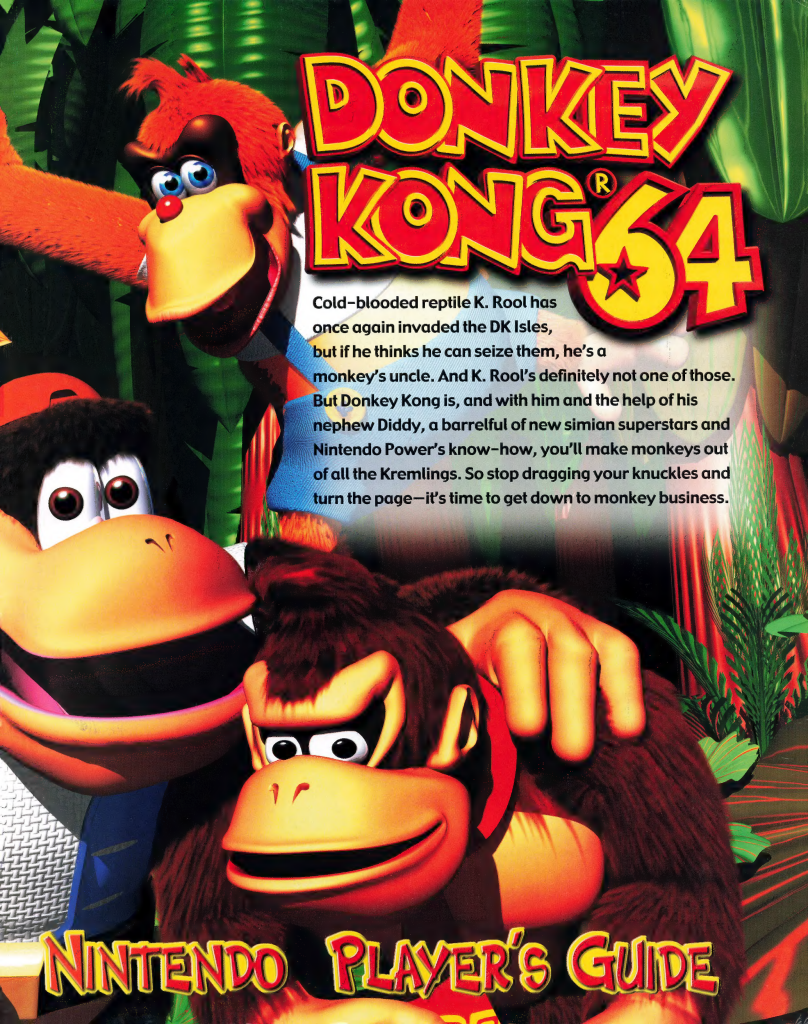
DONKEY KONG 64
Cold-blooded reptile K. Rool has once again invaded the DK Isles, but if he thinks he can seize them, he's a monkey's uncle. And K. Rool's definitely not one of those. But Donkey Kong is, and with him and the help of his nephew Diddy, a barrelful of new simian superstars and Nintendo Power's know-how, you'll make monkeys out of all the Kremlings. So stop dragging your knuckles and turn the page—it's time to get down to monkey business.
NINTENDO PLAYER'S GUIDE

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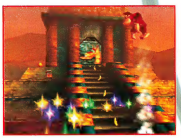

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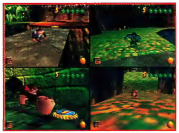


Reptile Revenge

The serene stillness of the DK Isles is shattered by the grind and clank of reptilian technology. K. Rool's new vessel—a maritime monstrosity of metal and munitions—closes in on the tiny islands with a dark purpose. It seems the lizard king will finally finish the long-standing feud with his arch nemesis, Donkey Kong.

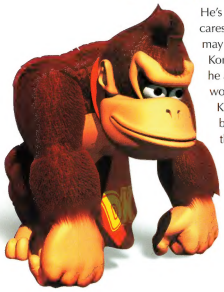
K. Rool

Then, as his dreadnought pulls within striking distance, the unwelcome sound of scraping metal fills his ear holes. His behemoth has run aground, but his plan isn't sunk yet. The bumbling crew fires up the Blast-o-Matic, only to let it putter out in a shower of sparks. To escape the wrath of their ruler, they embark on a hastily drawn Plan B: capture the Kongs and steal their hoard of Golden Bananas. Four of the five resident Kongs are snared, but DK is spared after he receives a timely warning from Squawk. Now it's up to DK to free his family, steal back his treasure and rid the world of K. Rool's minions.

The Kongs

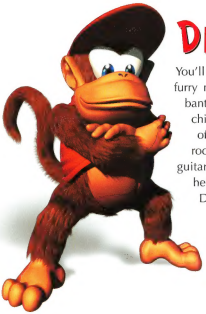
PRIMARY PRIMATES

DONKEY KONG



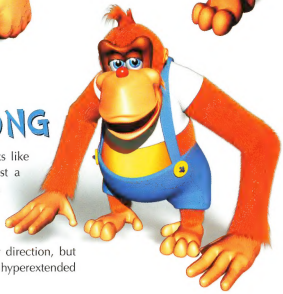
He's the only ape who still cares enough to wear a tie. DK may not be the most powerful Kong—or the quickest—but he applies a strong blue-collar work ethic to the business of Kremling crushing. That may be why he's the leader of the Kong clan.

DIDDY KONG



You'll probably recognize his familiar furry mug from past adventures. A mere bantamweight in bulk, this courageous chimp is the heavyweight champion of hard-core attitude. Whether he's rocking out on a six-stringed, amplified guitar or rocketing through the sky, he's always giving it 100 percent—Diddy style.

LANKY KONG



This knuckle-dragging Kong looks like a clown, and it's more than just a coincidence. Think of him as a twisted twig on a distant branch of the family tree. Kremlings and Klaptraps may snicker at his goofy gait as he ambles in their direction, but there's nothing funny about a hyperextended sucker punch.

CHUNKY KONG

He's big. He's bad. He plays the triangle. Chunky is something of a primate paradox: brutal when the situation demands it, yet almost meek at other times. He's also not the sharpest knife in the drawer, so he'll need all the help you can give him. If there's heavy lifting to be done, however, Chunky is the monkey to see.

TINY KONG

Dixie's VERY little sister brings a big dose of flower power to the Kong's campaign. You'll find her pigtails perfect for pugilism and not too bad for a helicopter ride from the treetops. Tiny never shrinks from her responsibilities—even when she shrinks herself physically for a mouse's-eye view of the action.

THE CAST OF KONGS

There's more to Donkey Kong 64 than a barrelful of monkeys. Besides the five starring Kongs, family favorites such as Cranky and Wrinkly refused to stay away once they heard about all the fun. There are new supporting characters, as well. Meet them now—up close and personal.

WRINKLY KONG

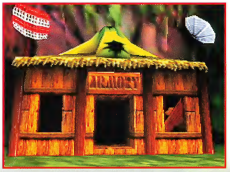
Wrinkly Kong isn't about to let a little thing like death keep her from helping her hairy kinfolk in their biggest adventure yet. The matriarch of the Kong family returns in ghostly form to give hints to the youngsters. Clearly, she enjoys tormenting them with half-truths and incomplete directions, but most of the time she coddles the kids with helpful suggestions. You can be sure to find Wrinkly's sage advice behind any of the doors that show a picture of her face.

CRANKY KONG

If you looked up the word "curmudgeon" in the dictionary, it would show a picture of Cranky Kong. The old geezer is just as rude and abusive as ever. He's willing to help his five Kong relations with special potions that give them the moves they'll need to complete the game, but he will do so only if he can make a profit, which he does. Cranky's Lab pops up in every world just when you think you won't have to see him ever again. If you collect 15 Banana Medals and give them to Cranky, he'll give you a chance to win a Rareware Coin.

FUNKY KONG

Funky has come a long way from his surfer dude days. Now, he's in business helping his Kong comrades defeat K. Rool. In the back of his shop, Funky tinkers with shooters specially designed for each Kong. Like Cranky, Funky isn't above selling his wares, but he gives his friends free ammo whenever they visit. He'll also upgrade their shooters with ammo belts and telescopic sights. If one Kong pays for any upgrade, all of the Kongs get it. Now that's customer service!



CANDY KONG

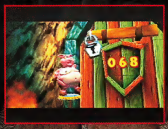
Combining her two chief loves—music and money—Candy offers to sell musical instruments to the Kongs. It's too bad she doesn't give them lessons. If they play on the right Music Pads, however, the Kongs can trigger something special, such as the opening of a hidden door. The music scares away groups of enemies, all for the price of just one Headphone. As an added bonus, Candy offers her chums upgrades including extra melons and more Music Energy.

SNIDE

Snide is willing to help the Kongs if they help him. Once he was K. Rool's mechanical mastermind, but then the ungrateful monarch stole Snide's Blueprint of the king's floating island and gave the hapless henchman the royal boot. Only the Kongs can help him now. In every world there's a Kremling with hair that matches one Kong's designated color. If that Kong defeats the Kremling, he or she will win one piece of the Blueprint, which, when taken to Snide's Hideout, will garner a Golden Banana as a reward.

TROFF 'N' SCOFF

Troff the pig and Scoff the hippo guard the doors that lead to the bosses who hold the eight keys to K. Lumsy's cage. Unfortunately, the doors are locked and Troff can't reach the keys. Help him by feeding bananas to Scoff until he counterbalances Troff. You'll have to feed Scoff more bananas as you progress, and you can combine all the bananas collected by all the Kongs to reach the total.



BASIC BUSINESS

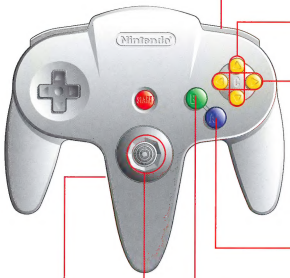
The five Kongs can't afford to sit around swapping tales of the Golden Bananas that got away. They must spend every moment pursuing DK's lost fruit, and they've got some great moves to help them. Here are the basic and advanced moves that all Kongs share, plus the camera controls.

REAR VIEW

Swing the camera perspective behind your Kong by pushing the R Button. In this perspective you can see where you're going and what dangers lie ahead.

ZOOM

The top and bottom C Buttons zoom the perspective in and out. If you push the top C Button, the view becomes first-person. Push the bottom C Button to restore the third-person perspective or zoom out even farther.



PAN

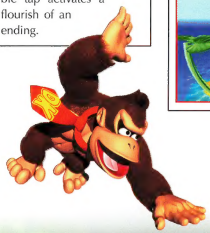
You can look around by shifting the camera perspective to the left or right. Push the left or right C Button to pan the view in that direction.

JUMP

The Kongs jump off the ground and leap from vine to vine. While swinging on vines, push the A Button when you're moving in the direction that you want to leap. If you push the R Button, you'll face the opposite direction.

ATTACK

Each Kong has his or her own signature attack move. For instance, Chunky uses a punch while Tiny whips her ponytails. The B Button starts an attack, and a double tap activates a flourish of an ending.

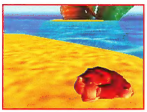


WALK

The selected Kong moves in the direction that you push the Control Stick. Push the Control Stick as far as you can for the fastest walking speed.

DUCK & DIVE

The Z Button controls one of two basic moves, depending on your coordinates. On land, your Kong will duck if you push the Z Button. In the water, press Z to dive under the surface.



ADVANCED APES

STANDING

A + B = Jump Attack

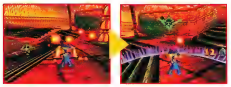
A + Z = Simian Slam

Use the Simian Slam to activate Kong Switches and attack enemies by stomping them.

Z + A = Back Flip

Z + C = Orange Toss

B (Pressing) Super Slam



After the Banana Fairy teaches this move to the Kongs, hold down B to charge up and then let loose a shock wave.

RUNNING

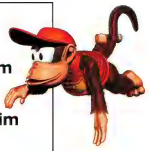
Z + A = Long Jump

Z + B = Run Attack

Jump over wide gaps with the Long Jump or bowl over enemies with the Run Attack. Both moves require good timing and a running start before you push the Z Button to begin.

R + B = Running Attack

SWIMMING



A = Fast Swim

B = Slow Swim

Z = Hold Position

ANIMAL TRANSFORMATION

This isn't the first time we've encountered the magical transformation of ape into other beasts, but it may be the most impressive because you have so much control over the new critters. DK can turn into Rambi the rhinoceros, and Lanky can become Enguarde the swordfish. All you need is the Animal Crate, the right Kong and the willingness to go wild. Once you transform into the new animal, you'll have a specific task that can be completed only by Rambi or Enguarde.

RAMBI

Once you transform into Rambi, you'll become a hard-nosed threat to Kremlings and property alike. Rambi can charge through and knock down just about anything except solid walls.

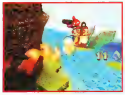
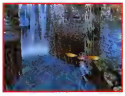
ENGUARDE

This French swordfish is found only in water areas where his main jobs are to break open sunken treasure chests with his sword and to leap out of the water to reach otherwise inaccessible items.

POWER-UPS

POTIONS

Each Kong should visit Cranky's Lab regularly to see what the old ape has concocted. The moves that the Kongs purchase will allow them to reach new areas and perform amazing feats such as Lanky's Baboon Balloon and Chunky's Gorilla Gone.

	Pad Moves	Barrel Moves	Special Moves
DK	**BABOON BLAST** Hit the Z Button while standing on a DK Pad to shoot the well-dressed Kong upward to a Barrel Blast Challenge. 	**STRONG KONG** Jump in a DK Barrel to turn Donkey into an invincible ape who can't be hurt by foes or traps. All barrel moves use Crystal Coconuts. 	**GORILLA GRAB** With this move, DK can manipulate levers that activate machinery. Stand on the pad in front of the lever and push the B Button.
Diddy	**SIMIAN SPRING** You'll be able to reach the loftiest of goals when you push and hold the Z Button while Diddy is on a Diddy Pad. 	**ROCKETBARREL BOOST** The Diddy Barrel contains a high-tech device that lets Diddy fly. Use the A Button to boost and the Z Button to hover. 	**CHIMPY CHARGE** This special move is great for knocking into gongs and hitting certain types of wall switches. Push and hold the Z and B Buttons.
Lanky	**BABOON BALLOON** Lanky gets a lift out of the Lanky Pad when you push the Z Button. He'll fill up with hot air and float like a balloon. 	**ORANGSPRINT** Jumping into the Lanky Barrel makes Lanky the fastest ape in the world—at least while the Crystal Coconuts last. 	**ORANGSTAND** Slippery slopes are no problem once Lanky learns the Orangstand. Walking on his hands, he can climb hills and other inclined surfaces.
Tiny	**MONKEYPORT** Tiny can transport from one place to another by standing on a Tiny Pad and pushing the Z Button. 	**MINI-MONKEY** After a quick trip to the Tiny Barrel, Tiny shrinks to a teeny tiny size, perfect for scampering into small spaces. 	**PONYTAIL TWIRL** Tiny learns to twirl her ponytails like helicopter blades and slow her descent when falling. Just push the A Button once then hold it while airborne. 
Chunky	**GORILLA GONE** Chunky's cowardly dream comes true when you push the Z Button while standing on a Chunky Pad. He'll become invisible to enemies. 	**HUNKY CHUNKY** A Chunky Barrel is a ton of fun—literally. When the big ape emerges, he'll be an even bigger baby than before. 	**PRIMATE PUNCH** Press the Z Button, then hit the B Button to throw a roundhouse punch, guaranteed to flatten most Kremlings and many other objects.

Shooters

Funky's Store is where the Kongs pick up their personalized fruit shooters. Most Kremlings hate to be hit with fruit so much that they'll just vanish after taking a hit or two. Funky also provides upgrades.

DK

Coconut Shooter

DK's heavy shooter blasts coconuts at enemies and Coconut Switches. All shooters initially cost just three coins.

Diddy

Peanut Popguns

Diddy's twin peanut pistols are called popguns. Even though Diddy has two of these shooters, they fire just one round at a time.

Lanky

Grape Shooter

Lanky's shooter is a long-stemmed blowpipe that fires grapes. Grapes, and all other types of ammo, are found in the same Supply Crates.

Tiny

Feather Bow

Amazingly, Tiny's Feather Bow is just as powerful as any other shooter, and it shoots as straight as an arrow.

Chunky

Pineapple Launcher

The biggest shooter of all, the Pineapple Launcher packs no more impact on enemies than any other shooter.

Funky's Upgrades

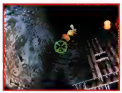
Ammo Belts

Continue to visit Funky from time to time to see if he's perfected any of his upgrades. The upgraded Ammo Belts hold more ammo. Once one Kong buys an upgrade, all the Kongs will have it.

50
100
200

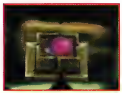
Homing Shots

The Homing Shot upgrade homes in on the closest enemy target when the crosshairs are green. The increased accuracy makes it easier to defeat flying and fast-moving enemies.



Zoom Sights

The Zoom upgrade lets you see distant objects as if they were close by then hit them with your shooter. The upgrades steadily cost more coins, but there are plenty of coins to be found.



Instruments

Candy's musical instruments work with Music Pads. For instance, if Diddy plays his Guitar Gazump on the Guitar Pad, something will be triggered. The instruments also act like weapons, destroying nearby enemies.

DK

Bongo Blast

DK captures the energy of wild jungle drums when he learns to beat the Bongo Blast.

Diddy

Guitar Gazump

With an electric guitar in hand, Diddy transforms into a rocking Chimpy-palooza. A star is born!

Lanky

Trombone Tremor

Lanky is a bit old-fashioned. His instrument of choice is a trombone, and his music is inspired more by marching bands than rock bands.

Tiny

Saxophone Slam

Tiny may be small in stature, but she has the lungs of an elephant. She plays a mean, jazzy sax like an old pro.

Chunky

Triangle Trample

Let's just say that Chunky is musically challenged. Even so, he gets a thrill out of dinging his little Triangle Trample.

Candy's Upgrades

Revisit Candy to see if she is offering upgraded melon capacity or Music Energy. Music is a great weapon, so learn to use it.

BARRELS & SWITCHES

It's never easy getting from one place to another in DK 64. There's always something or someone standing in the way. Switches of various types open doors and activate machines or cause something to happen. Barrels and Pads give the Kongs special abilities.

BARRELS

KONG BARRELS

Each of Cranky's Kong Barrels has the face of a Kong on its side. Only that Kong can use the barrel to activate some special ability, such as DK's Strong Kong move. Before you can use the special move, you must buy it from Cranky. Special moves that begin with Kong Barrels use Crystal Coconuts. The longer you perform the move, the more Crystal Coconuts you'll expend.

TAG BARREL

The four Kongs you aren't using hang out in the Tag Barrels, which are conveniently located throughout every world. If you want to switch Kongs, jump into the barrel and select a new Kong using the Control Stick and the A Button.

BONUS BARREL

Barrels with Golden Bananas on the side indicate the entrance to a Bonus Game. If you win the game, you'll get a Golden Banana. In fact, after winning the Bonus Game, you'll be expelled from the Bonus Barrel, and the Bonus Barrel will blow up, leaving a Golden Banana in its place.

TNT BARREL

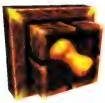
As you might have guessed, TNT Barrels are filled with explosives. If you pick one up and throw it, it will explode on impact. They're great for humiliating K. Rool's boss characters. They also act as explosive obstacles on tracks

Switches

Kong Switches

Each Kong Switch has the face of one of the five principal Kongs grinning on its surface. The switches are activated by using the Simian Slam or the upgraded versions—the Super Simian Slam and Super Duper Simian Slam. All the slam moves are purchased from Cranky. (In this guide, each Kong Switch will be called by the name of the Kong that can use it, like the Diddy Switch.) Kong Switches activate all sorts of fun things.

Target Switches



Target Switches are almost as obvious as Kong Switches. Each one has the picture of one kind of ammo on it. The idea is that you have to shoot the switch to activate it, and of course you have to shoot it using the pictured type of ammo. To make this clear, this guide refers to specific Target Switches by the type of ammo. For instance, a switch with a feather on it is called a Feather Switch.

Pads

Cranky's Kong Pads

After learning a special move from Cranky, the Kong pictured on the pad can execute that move by standing on the Kong Pad and pushing the Z Button. We call a specific pad by the name of its user, so a pad used by Tiny is called a Tiny Pad. If you see a pad, you'll have to use it to accomplish something in that area.

Battle Arena Pads

These steely pads with K. Rool's head pasted on them lead straight to an arena battle against Kremling enemies. If you survive until the timer runs out, you'll win one of K. Rool's Crowns. You must have four of these Crowns to open a special door at the end of the game.

Music Pads

Music Pads picture the instrument that a particular Kong buys from Candy. When you play your instrument on the pad by holding the Z Button and pushing the top C Button, something amazing will happen. Just don't expect someone to offer you a recording contract.

ITEMS

There are more items in DK 64 than you can shake a banana at, but some are more important than others, and all of the items have very specific uses. All major collectibles contribute to the overall score of up to 101%. That score determines which ending you'll receive after beating K. Rool.

GOLDEN BANANAS

The Golden Bananas from DK's private hoard have been stolen and spread throughout the islands. You'll need to collect them to earn access to new areas, because B. Locker won't let you in to new areas without a certain number of them. Every world contains five Golden Bananas for each Kong.

BANANA COINS

Like bananas, Banana Coins come in five colors—one color for each Kong. They enable the Kongs to buy potions, shooters, musical instruments and upgrades at shops. The number of coins you collect does not affect your overall percentage.

BANANAS

Bananas come in the five Kong colors. Sometimes they show up singly, and sometimes you'll find bunches of five bananas or even ten-banana bunches in balloons. Feed these colorful bananas to Troff 'n' Scoff to open the doors to the bosses. The number of bananas needed to satisfy them is printed on the door.

x1

x5

x10

BANANA MEDALS

Any Kong who collects 75 bananas in a world will be rewarded with a Banana Medal. Collect 15 medals then see Cranky Kong. He'll let you play a Bonus Game called Jetpac for a chance to win the Rareware Coin.

5-BANANA COINS

These special rainbow coins are found only in the DK Dirt Piles. Any Kong can collect the coin in the dirt, but you can collect only one coin from any pile. The great thing about 5-Banana Coins is that they add five coins to every Kong's bank account no matter which Kong actually picks up the coin. It's all for one and five for all.

BOSS KEYS

Eight Boss Keys are required to unlock the cage where K. Lumsy is held captive. Whenever you defeat a boss, you'll win one. Return to K. Lumsy's island, where the key will automatically unlock one of the padlocks on the cage. K. Lumsy's resulting excitement will be so animated that a door to another world will open up from all the shaking.

DK DIRT PILES

Each pile of dirt contains a 5-Banana Coin, but you can uncover the coin only if you know the special move that Tiny learns from the Banana Fairy. If you stand on the dirt, hold the B Button until the sparks appear, then let go, the 5-Banana Coin will appear.

Watermelons

Watermelons act as life meters in Donkey Kong 64. Each melon contains four slices, and every time your Kong takes a hit, you'll lose one or more slices of melon. You can replenish your melons by picking up slices that appear when you defeat enemies or when you break open a Melon Crate. Candy Kong upgrades the number of melons in your life bar twice.

Blueprints

Snide's Blueprint of K. Rool's Blast-o-Matic has been torn into pieces and passed out among many Kasplats. The Kongs must collect the pieces of the Blueprint by defeating those Kasplats. Each piece of the Blueprint earns you a Golden Banana and more time to complete the final stage.

Melon Crates

You can find Melon Crates scattered throughout the game. They contain four slices of melon to replenish your Kong's life bar. That's equal to one entire melon. Just hit or stomp on the Melon Crate to release the slices. The slices will bounce out so you'll have to pick them up where they land.

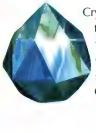
Supply Crates

The type of ammo found in the Supply Crates changes depending on which Kong is active. If you're playing with Donkey, you'll find coconuts in the Supply Crates. If you have Diddy, you'll find peanuts. Each crate contains five shots of ammo.

Oranges

Oranges are so full of juice that they're ready to explode. All you have to do is pick them up then throw them. When they hit an enemy, they'll blow up like grenades. Against some enemies, they're just about the only way to go. To throw oranges, duck down using the Z Button, then throw using the right C Button.

Crystal Coconuts



Crystal Coconuts contain a special power that unlocks the potential of some of Cranky's potions. Any move that begins in a Kong Barrel will use up Crystal Coconuts over time, so it's important to keep a good supply. Fortunately, you'll almost always find plenty of Crystal Coconuts near Kong Barrels.

Headphones

Headphones replenish the number of times that the Kongs can play their instruments. For instance, picking up a Headphone will max out your Guitar Gazumps or Trombone Tremors. They aren't as widely available as some items, so remember where you see them and return there to fill up with tunes when you're running low.

Banana Camera Film

Once Tiny has visited Fairy Island and received the Banana Camera, you'll have to replenish the Kongs' film supply periodically. It's easy to waste film trying to snap shots of the flighty fairies, so you'll need several rolls.

Nintendo Coin

The Nintendo Coin is used along with the Rareware Coin to unlock the final key to K. Lumsy's cage, and K. Lumsy must be free if you want to finish the game. The only way to win the Nintendo Coin is to defeat the original Donkey Kong arcade game in Frantic Factory. In fact, you have to beat it twice. After you win the first time, the Nintendo Coin becomes the prize instead of Pauline.

Rareware Coin

There is just one Rareware Coin in the game, so it is well named. Like the Nintendo Coin, it is earned by playing a bonus game, and it is an essential part of the puzzle you'll have to solve to reach K. Rool at the end. After collecting 15 Banana Medals, Cranky offers you the chance to play Jetpac, which is an old arcade game from Rare. Score 5,000 points to get the coin.

Fairies & Crowns

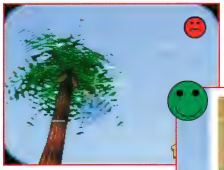
There are loads of secrets locked away in Donkey Kong 64, and many of them depend on the pursuit and retrieval of Banana Fairies and Battle Crowns. Keep an eye and ear out for flickering fairies and metal Battle Arenas, because it's worth your while to find them all.

A Fairy Nice Gift

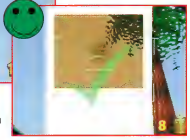
When Tiny goes inside Fairy Island, she'll meet a fairy who gives her (and all of the Kongs) a charge move, the Banana Cam and the ability to capture the lost fairies on film. When you see a fairy, push the Z and bottom C Buttons to activate the camera.

Banana Fairy Snap

Once you have the Banana Cam you can snap photos of fairies—whenever you get a good picture, the fairy will refill all of your items. The number of fairies you capture on DK Film determines which special features will be open in the Mystery Mode. There is a total of 20 fairies in the game: two in each level and four strewn about the DK Isles.

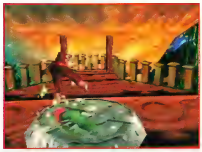


The happy face indicates that the fairy is in the frame and that you should take the snapshot. If you get a frowny face, don't take the shot.



The Crowning Touch

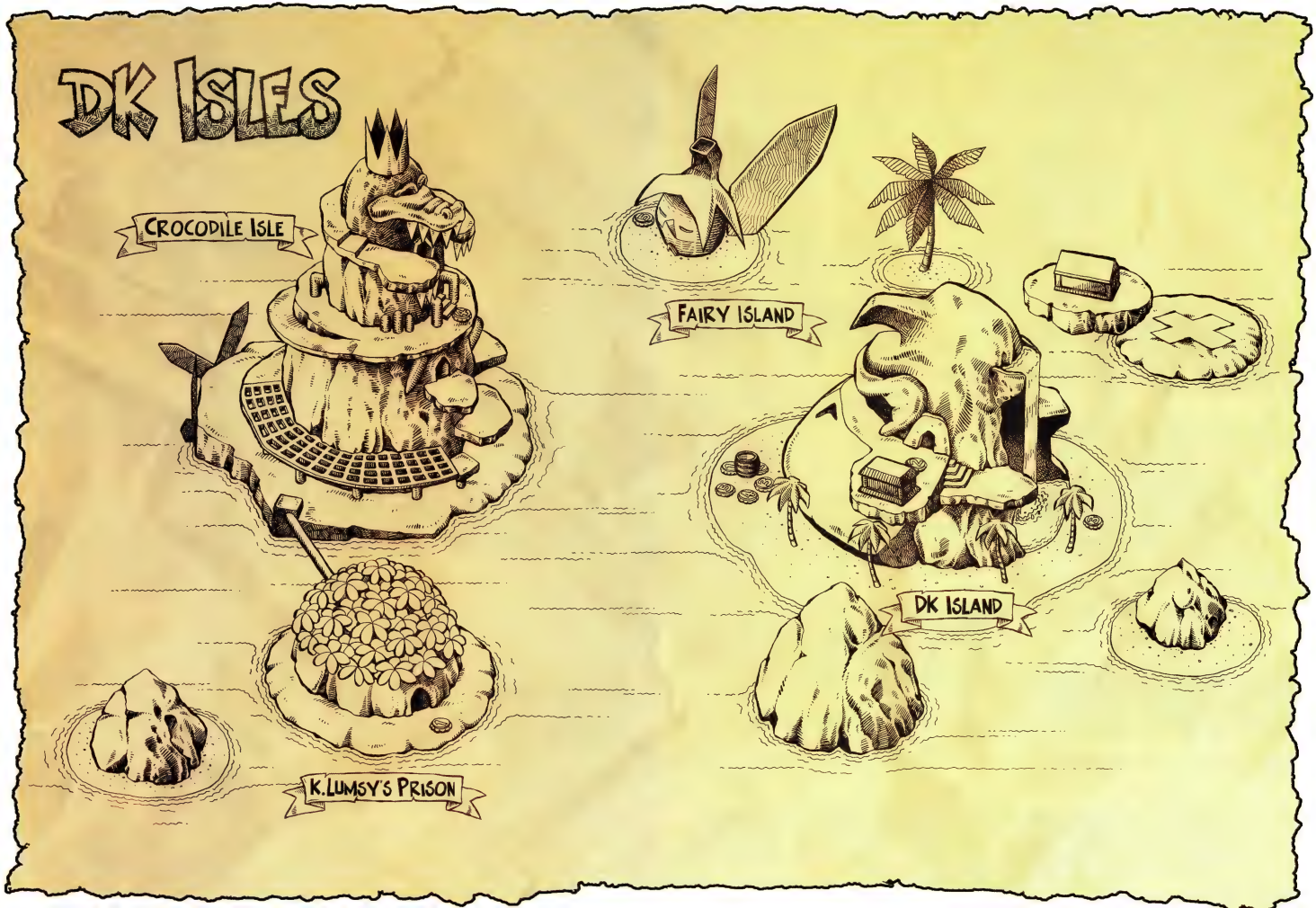
Each time you defeat the enemies in a Battle Arena, you'll earn a golden Crown. The Crowns are useful in several ways. First, you'll need four of them to enter the room that holds the final key to K. Lumsy's cage. Second, they add to your overall percentage score. Finally, you need one Crown to open up the multiplayer modes. There are ten Crowns in all, and you'll need all of them to score the highest percentage.



Crown Count

DK Isles:	2 Crowns
Each Level:	1 Crown
Total:	10 Crowns

KONGQUER THE WORLD


DK Isles
Crocodile Isle
Fairy Island
DK Island
K. Lumsy's Prison

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The first Golden Banana practically lands in your lap. Upon entering the overworld, head over to K. Lumsy's prison and get the scoop. When you promise to help the great Kremling, he'll stomp open a way for you to enter Jungle Japes. The Golden Banana will appear at the entrance.

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To find DK's second Golden Banana, head up the spiral path toward Frantic Factory. When you come to the vines leading to Snide's Hideout, drop down off the edge. You'll land on an elevated platform with a Golden Banana behind bars. Blast the Coconut Switch to grab it.

3 Pull 'n' Play

Keep going up toward Frantic Factory, because there's another Golden Banana in the Level 3 lobby. You'll need to know the Gorilla Grab to get it. Pull the lever and take the platform up to where you can drum on a Bongo Blast Pad. Squawk will bring you the prize.

4 Hot Walk in a Cold Cave

DK's fourth overworld Golden Banana lies in the lobby of Crystal Caves. Punch open the cracked ice walls with Chunky, then jump into the DK Barrel and head for the lava. While you're an invincible Strong Kong, you can beat the heat and grab the Golden Banana on the far side.

DK's Blueprint Piece

Don't lose faith when you can't find DK's piece anywhere—it's hidden in the lobby of the very last level, Hideout Helm. Use the Sniper Scope to blast the distant Coconut Switch, which extends a platform to the Kasplat with the goods.

Diddy will have to get airborne to retrieve his five pieces of pricey overworld fruit. Between Rocketbarrel-Boosting to the highest peaks of the DK Isles and bouncing on his tail to lofty Bonus Barrels, the cheeky chimp dares to go where no Kong has gone before.

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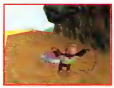
First, lift a boulder near Angry Aztec with Chunky, then play a Trombone Tremor with Lanky on the exposed Pad to make a Diddy Barrel appear outside the Fungi Forest lobby. Then Diddy can rocket over to the waterfall and blast open the Peanut Switch to get the Golden Banana.



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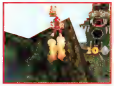

3 Bounce to the One-Armed Bandit

On the way up to Frantic Factory, you'll see vines leading the way to a platform. Swing across them and enter the small alcove to find Snide's Hideout. Drop off any Blueprints you might have collected, then Simian-Spring off the Diddy Pad for another minigame.

4 Up, Up in a Cave

There's a Diddy Barrel hovering in the Crystal Caves lobby, so don't let it go to waste. Jump in, fire up the Rocketbarrel Boost and soar to the highest platform in the lobby. If you play a wicked solo on the Guitar Pad, Squawk will drop off another part of the hoard.

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Diddy won't find his overworld Blueprint until late in the game, when the Kongs have fought their way to Creepy Castle. Inside the stone lobby, use DK to shoot the Coconut Switch. It'll open a gate on the center platform, giving Diddy access to the blue Kasplat.

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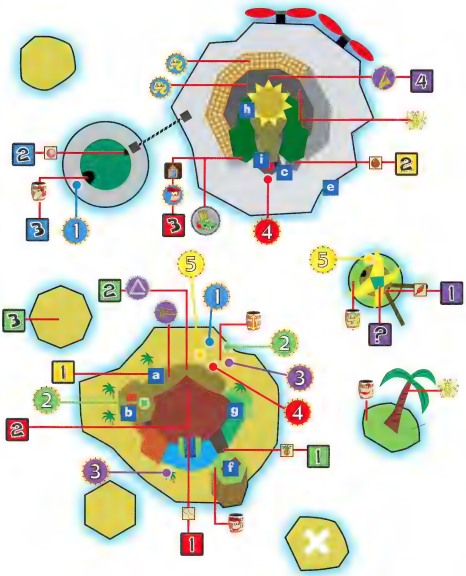

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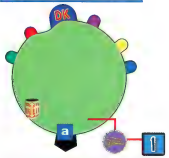

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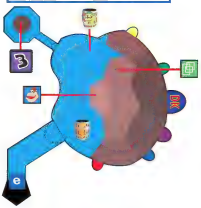

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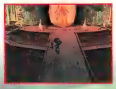
When you shrink and enter Banana Fairy Island, you'll receive a camera for photographing the fairies. There are four sprites flying around the Isles and two in each of the eight levels. If you manage to snap all 20, the Banana Fairy will give Tiny the Golden Rare Banana that you need to attain 101 percent.



Lanky will have to use the same skills around DK Isles as he does in all of the levels to collect his bunch of Golden Bananas. He'll need every last one of Cranky's potions to track down the priceless pieces of fruit, not to mention a little help from his fellow Kongs.

2. Angry Aztec Lobby

3. Frantic Factory Lobby

5. Fungi Forest Lobby

7. Creepy Castle Lobby

8. Hideout Helm Lobby

1 Jungle Japes Jam

You'll pass by the boulder in the Jungle Japes lobby before you free Chunky, so remember where it is and come back with the giant ape. Once he hurls the boulder aside, have Lanky play music on the Trombone Pad for a golden Squawk delivery.

2 The Prison Perimeter

Around the back of K. Lumsy's prison is a barred gate protecting an alcove just big enough to house a Golden Banana. As soon as you've picked up the Grape Pipe from Funky, swim over to the floating jail and pop a grape in its switch to free the golden inmate.

Lanky's Blueprint Piece

The Kasplat holding Lanky's overworld Blueprint piece is hidden behind an ice wall in the Crystal Caves lobby. Smash your way in with Chunky, then let Lanky do the pummeling.

3 Run for the Gold

There's another Golden Banana locked inside an alcove in K. Lumsy's prison. Once you've learned the OrangSprint, hop in the Lanky Barrel, step on the switch near the wall and sprint for the gold.

4 Take a Swell Trip

In the Creepy Castle lobby, have Chunky move the boulder covering the Lanky Pad. Once that's done, Lanky can float up to the top of the central stone dome and enter the Bonus Barrel. If you beat the Searchlight Seek minigame, you'll earn Lanky's fifth Golden Banana.

The smallest member of the Kong family has plenty of chores to do around the DK Isles, not the least of which is shrinking down and entering Banana Fairy Island to get cameras for all the Kongs. She'll also Ponytail-Twirl, shrink and Monkeyport her way to golden goodness.

1 Tickle Me Golden

When you stop by Banana Fairy Island to get the camera, run around back. You'll find a Golden Banana locked up tight behind a gate—tickle the switch with your Feather Bow to let yourself inside.

2 Bang a Gong! Twirl with Kong!

In the Angry Aztec lobby, use Diddy to Chimpy-Charge into the pair of gongs. The melodious notes created by the meeting of metal and chimp cranium will cause a Bonus Barrel to appear. Climb onto the edge of the upper ledge and twirl to it with Tiny.

Tiny's Blueprint Piece

The Kasplat with Tiny's Blueprint is wrapped up like the world's worst present in the Frantic Factory lobby. Break open the box marked "?" with Chunky's Primate Punch, then attack with Tiny.

3 There's Shrinkage!

Use Chunky to slam the Chunky Switch in the Gloomy Galleon lobby—bear in mind he'll need at least the Super Simian Slam to do it. That'll open a miniature hole underwater, so hop into the Tiny Barrel with Tiny and take a shrunken swim to the Golden Banana.

4 Tiny G Concert on High

When you Monkeyport from the bottom level of K. Rool's warship to the very top on the way to Hideout Helm, stop briefly on the Saxophone Pad to give a sax sonata. You'll get a Golden Banana, and a Chunky Barrel will appear.

Chunky keeps himself pretty busy doing all the heavy lifting for the other Kongs, and when he's not helping them get their overworld Golden Bananas, he has to somehow find five of his own. He'll have to bulk up, get down, rock out and jump around to find them all.

1 A Simple Switch

To figure out how to trip the first switch, Chunky barely has to tap his meager supply of brain cells. Around the main island's perimeter is a Pineapple Switch—shoot it with his Pineapple Launcher for the gold.

2 Hard Rock, Heavy Metal

If you follow the upward path from the Angry Aztec lobby, you'll come across a pair of boulders. Moving the second uncovers a Triangle Pad—play a tune to coax Squawk into bringing you a golden snack.

Chunky's Blueprint Piece

Chunky's Blueprint piece is one of the easiest to find. As soon as you set foot on dry land in the Gloomy Galleon lobby, chances are the Kasplat in question will attack. Rough him up for the Blueprint.

3 X Marks the Spot

When Tiny gives her sax concert on the top of K. Rool's, she'll cue the appearance of a Chunky Barrel on the small islet with a single palm tree. Hop into it with Chunky to become gigantic, then make your way to the X platform. Give it a slam to blow up a giant rock nearby and expose a Golden Banana.

4 A Searing Swing

In the Hideout Helm lobby, make Chunky invisible by stepping on the Chunky Pad by the lava's edge. Once you've disappeared, you'll see several hovering vines along the left side of the molten chamber. Take a swing to the Bonus Barrel, where you'll play Kremling Kosh for your last Golden Banana.

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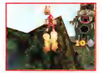

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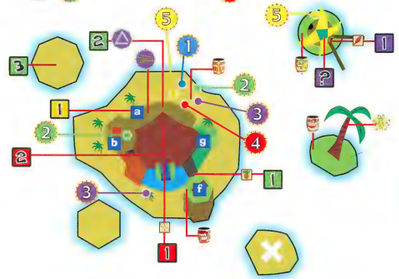

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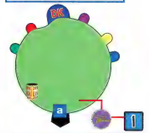

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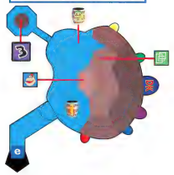

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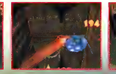
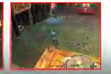

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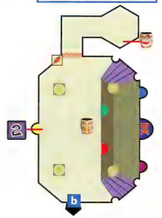

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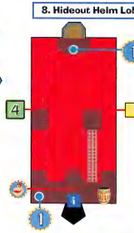
7. Creepy Castle Lobby

8. Hideout Helm Lobby



Lanky will have to use the same skills around DK Isles as he does in all of the levels to collect his bunch of Golden Bananas. He'll need every last one of Cranky's potions to track down the priceless pieces of fruit, not to mention a little help from his fellow Kongs.

1 Jungle Japes Jam

You'll pass by the boulder in the Jungle Japes lobby before you free Chunky, so remember where it is and come back with the giant ape. Once he hurls the boulder aside, have Lanky play music on the Trombone Pad for a golden Squawk delivery.

2 The Prison Perimeter

Around the back of K. Lumsy's prison is a barred gate protecting an alcove just big enough to house a Golden Banana. As soon as you've picked up the Grape Pipe from Funky, swim over to the floating jail and pop a grape in its switch to free the golden inmate.

Lanky's Blueprint Piece

The Kasplat holding Lanky's overworld Blueprint piece is hidden behind an ice wall in the Crystal Caves lobby. Smash your way in with Chunky, then let Lanky do the pummeling.

3 Run for the Gold

There's another Golden Banana locked inside an alcove in K. Lumsy's prison. Once you've learned the OrangSprint, hop in the Lanky Barrel, step on the switch near the wall and sprint for the gold.

4 Take a Swell Trip

In the Creepy Castle lobby, have Chunky move the boulder covering the Lanky Pad. Once that's done, Lanky can float up to the top of the central stone dome and enter the Bonus Barrel. If you beat the Searchlight Seek minigame, you'll earn Lanky's fifth Golden Banana.

The smallest member of the Kong family has plenty of chores to do around the DK Isles, not the least of which is shrinking down and entering Banana Fairy Island to get cameras for all the Kongs. She'll also Ponytail-Twirl, shrink and Monkeyport her way to golden goodness.

1 Tickle Me Golden

When you stop by Banana Fairy Island to get the camera, run around back. You'll find a Golden Banana locked up tight behind a gate—tickle the switch with your Feather Bow to let yourself inside.

2 Bang a Gong! Twirl with Kong!

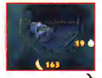
In the Angry Aztec lobby, use Diddy to Chimpy-Charge into the pair of gongs. The melodious notes created by the meeting of metal and chimp cranium will cause a Bonus Barrel to appear. Climb onto the edge of the upper ledge and twirl to it with Tiny.

Tiny's Blueprint Piece

The Kasplat with Tiny's Blueprint is wrapped up like the world's worst present in the Frantic Factory lobby. Break open the box marked "?" with Chunky's Primate Punch, then attack with Tiny.

3 There's Shrinkage!

Use Chunky to slam the Chunky Switch in the Gloomy Galleon lobby—bear in mind he'll need at least the Super Simian Slam to do it. That'll open a miniature hole underwater, so hop into the Tiny Barrel with Tiny and take a shrunken swim to the Golden Banana.



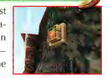
4 Tiny G Concert on High

When you Monkeyport from the bottom level of K. Rool's warship to the very top on the way to Hideout Helm, stop briefly on the Saxophone Pad to give a sax sonata. You'll get a Golden Banana, and a Chunky Barrel will appear.

Chunky keeps himself pretty busy doing all the heavy lifting for the other Kongs, and when he's not helping them get their overworld Golden Bananas, he has to somehow find five of his own. He'll have to bulk up, get down, rock out and jump around to find them all.

1 A Simple Switch

To figure out how to trip the first switch, Chunky barely has to tap his meager supply of brain cells. Around the main island's perimeter is a Pineapple Switch—shoot it with his Pineapple Launcher for the gold.



2 Hard Rock, Heavy Metal

If you follow the upward path from the Angry Aztec lobby, you'll come across a pair of boulders. Moving the second uncovers a Triangle Pad—play a tune to coax Squawk into bringing you a golden snack.

Chunky's Blueprint Piece

Chunky's Blueprint piece is one of the easiest to find. As soon as you set foot on dry land in the Gloomy Galleon lobby, chances are the Kasplat in question will attack. Rough him up for the Blueprint.

3 X Marks the Spot

When Tiny gives her sax concert on the top of K. Rool's, she'll cue the appearance of a Chunky Barrel on the small islet with a single palm tree. Hop into it with Chunky to become gigantic, then make your way to the X platform. Give it a slam to blow up a giant rock nearby and expose a Golden Banana.

4 A Searing Swing

In the Hideout Helm lobby, make Chunky invisible by stepping on the Chunky Pad by the lava's edge. Once you've disappeared, you'll see several hovering vines along the left side of the molten chamber. Take a swing to the Bonus Barrel, where you'll play Kremling Kosh for your last Golden Banana.

TRAINING

Before you go anywhere, you'd better learn how to control DK's animal impulses. The ape family has a ton of moves at its disposal, and you'll want to be able to use each one of them automatically when the need arises. Pay attention during Cranky's training classes, and use the Map Key below to help decipher the maps throughout this guide.

Cranky's Training Grounds

The grandfatherly ape in the Lab doesn't exactly ooze confidence in DK, but pay Cranky's grouchy misgivings no mind. He'll direct you to the training area, where several barrels await. Inside each one you'll find a timed exercise designed solely to improve a particular skill until it's second nature.

Diving for Dollars

Well...not dollars, exactly. The first exercise plunges DK into an enormous barrel half-filled with water. Completing the exercise is a simple matter of collecting the submerged coin before time runs out. Press Z to dive, then press and hold A to swim fast. Holding B instead of A will make you paddle slowly.

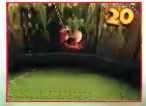
Oranges Away

Next you'll learn all about high-fructose explosives. You'll have to collect and throw five orange grenades within the time limit to move on—instead of throwing each one as you get it, pick up all five at once. Once you're armed, hold down Z and then keep pressing left C to throw all of your juicy grenades.

Keep Barreling Through

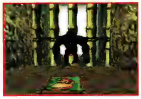
Now it's time for some weight-lifting. You must break all the barrels in this training area before time runs out. Walk up to each one, press the B Button to pick it up and then press B again to hurl it against the outer walls of the enclosure. If you pick them up cleanly, you'll have plenty of time.

Learn the Ropes...uh, Vines



Your final task is a swinging good time. All you have to do is climb up a coconut tree and swing across a series of hovering vines. The hardest part is grabbing the first vine—press the R Button to center the camera behind DK, then jump onto the vine. Press A to jump to each one as you swing forward.

Into the Great Wide Open



There's a whole world out there just waiting for you, Kong...go out there and make something of yourself! For completing his training, Cranky will hand over a potion that teaches you the Simian Slam. With it, you can slam the switch in the cave, opening the way into the huge ecosystem of the DK Isles.

Map Key

- Kong Barrel
- Tag Barrel
- Candy's Shop
- Cranky's Lab
- Funky's Store
- Snide's Hideout
- Banana Bunch Coin
- Banana (1)
- Banana Bunch (5)
- Banana Ballon (10)
- Banaporter
- Kong Pad
- Headphones
- Banana Fairy
- Battle Arena Pad
- Bongo Pad
- Guitar Pad
- Trombone Pad
- Saxophone Pad
- Triangle Pad
- Kong Switch
- Blueprint
- Coconut Switch
- Peanut Switch
- Grape Switch
- Feather Switch
- Pineapple Switch
- Rambi Crate
- Enguarde Crate

JUNGLE JAPES

x1

The adventure begins in Jungle Japes, just a hop, skip and Simian Slam away from DK's home. The lush valley and jewel-like lake may look inviting, but poor Diddy is held captive high on the mountaintop.

THE JOURNEY TO JUNGLE JAPES

Jungle Japes is the easiest stage to reach, because it's the only place you can go when you begin the game. After DK's training session, get the Simian Slam from Cranky, then leave DK's home area through the tunnel. Visit K. Lumsy in the cage inside the round island. He'll open the cave on the main island that leads to Jungle Japes. Bananaport back to the island and enter the cave with the Golden Banana.

JUNGLE JAPES

DK's first chance to play the hero is in Jungle Japes. Since this is the first adventure stage of the game, it's where you'll learn to do many things including collecting bananas and transforming into Rambi. You'll also have to save Diddy from his mountain prison.

Swinging into the Jungle

DK must climb the palm tree near Bananaporter 1 and swing from the vines to the far end of the valley where he'll land on the DK Switch and open the gate. He'll also pick up several bananas on the way.

1 A Chat with Diddy

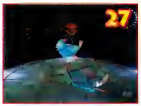
Climb the cliffside vine, then swing across to the cannon and blast DK up to the top ledge where you'll find a Golden Banana. You'll also find Diddy Kong locked in a cave. When you talk to him, three Coconut Switches will appear.

2 Free Diddy!

The three Coconut Switches are the key to freeing Diddy. Collect the coins near the entrance and buy the Coconut Shooter. Once armed, look for the three Coconut Switches. Shoot two from the lowest area and hit the third switch from the ledge near Funky's Store. Hit all three to free Diddy.

Battle the Bad Beavers

The Battle Arena Pad in front of Funky's Store leads to a special challenge. Inside, you'll find a platform and enemy beavers. Wait until the beavers close in, then use the Simian Slam to attack them. You'll win a Crown for the effort.



CHECKLIST

- Swing on the vines and pound the gate switch
- Buy DK's Coconut Shooter
- Talk to Diddy
- Shoot three Coconut Switches
- Find and return Snide's Blueprint
- Buy the Baboon Blast from Cranky
- Use Rambi to smash the huts and the painting of Rambi
- Pound the DK Switch
- Use the DK Pad to reach the Barrel Blast

Snide's Blueprint

Enter the tunnel near the large boulder and fight the Kasplat with yellow hair. If you win the fight, you'll receive the yellow Blueprint. Take it to Snide on the mountain and receive a Golden Banana for your reward.

Rambi's Rampage

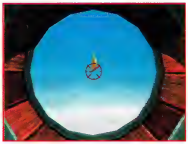
In the hidden valley where you find Cranky's Lab, shoot the Coconut Switch over the cave entrance. Step inside and transform into Rambi the rhinoceros. Charge through the huts outside, then break through the Rambi picture in the outer tunnel.

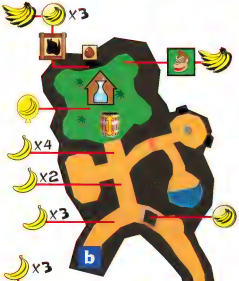
3 Bananas Underfoot

After flattening all the huts with Rambi, turn back into DK and look for the DK Switch. Use the Simian Slam to activate the switch and release the Golden Banana from the hole near the entrance to the main jungle area.

4 The First Barrel Blast

After DK buys the Baboon Blast from Cranky, go to the DK Pad on the ledge above the boulder and rocket up to the Barrel Blast challenge. You'll have to make nine successful blasts to reach the Golden Banana. You can also snag some extra bananas and coins while soaring through the sky.





Baboon Blast: 3 Coins

The Baboon Blast allows DK to use any Kong Pad with his face on it. Use the Z Button to launch DK off the pad to a sky full of barrels and excitement.

Coconut Shooter: 3 Coins

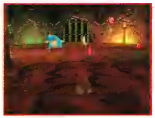
Once you've collected three coins, go see Funky Kong. He'll sell you the first shooter of the game, DK's Coconut Shooter. With this cannon, DK can trigger any Coconut Switch.

JUNGLE JAPES

Now that Diddy's free, wild Kremlings couldn't hold him back. He's itching to go after K. Rool's goons, who locked him up and threw away the key. Here in the jungle, Diddy will buy his twin Peanut Popguns and take a rollicking ride in a mine cart.

1 Double Peanut Trouble

Back in the tunnel entrance to Jungle Japes are two Peanut Switches that open up a big gate. Inside, you'll find a Golden Banana, a balloon and three red coins. Grab all the booty then head back to the jungle.



2 Diddy's Desperate Dash

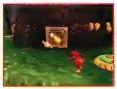
Once you flatten the huts with Rambi, pound the Diddy Switch to activate a timed race to the cave near Funky's Store. When the clock starts ticking, you'll have just 50 seconds to reach the Golden Banana. Take Bananaporter 4 near Cranky's Lab, then climb the cliff vine and grab the banana with time to spare.

CHECKLIST

- Buy the Peanut Popguns from Funky
- Shoot the Peanut Switches
- Find and return Snide's Blueprint
- Visit Cranky
- Pound the Diddy Switch and do the dash
- Shoot the Peanut Switch on the mountainside
- Shoot the Peanut Switch to activate the bridge
- Charge the gate, hit the switch, and ride the mine cart

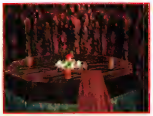
Peanut Poppers

Diddy's shooters, the flashy Peanut Popguns, are specially designed to activate Peanut Switches throughout the game. Several Peanut Switches are spread throughout Jungle Japes, including a double switch in the tunnel and one at the mountain's peak. One shot is all it takes to activate one of these switches.



3 Diddy's Double Play

Shoot the Peanut Switch near Bananaporter 2 on the mountain to make the spiral walkway appear, then scamper up the walkway to the mine entrance. Inside, jump up on the crates and shoot the Peanut Switch on the wall. A plank bridge will appear, allowing Diddy to reach a Diddy Switch. Pound the switch to make a Golden Banana appear on top of the mountain.

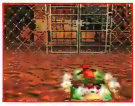


The plank bridge will appear after you shoot the Peanut Switch at the back of the first chamber in the mine. Run across the bridge to the Diddy Switch. The Golden Banana will be waiting on top of the mountain.

4 Monkey Mine Mayhem

Diddy's biggest challenge in Jungle Japes is the Mine Cart Ride. Once you've purchased the Chimpy Charge from Cranky, go back to the mine and charge the gate that leads to the red and green buttons on the machine. Chimpy-Charge the green button, then run up the slowed conveyor belts. In the Mine Cart Ride, collect 50 coins to win the Golden Banana.

Use your Chimpy Charge move to knock down the gate. You can defeat the big Kremling soldier with an orange. Charge the green switch to slow down the conveyor belts.



Open the gate, climb the belts, and hop into the mine-shaft. As the mine cart rolls along the track, collect coins by using the Control Stick to lean left and right and the A Button to jump. Fifty coins are all you need.

Chimpy Charge: 3 coins

Hold the Z Button and push the B Button to activate Diddy's Chimpy Charge. You'll be able to bash open some gates and hit gongs with this hardheaded move.

Peanut Popguns: 3 coins

Three coins are the cost of Diddy's Peanut Popguns. Even though the Popguns come in pairs, you'll shoot just one peanut at a time.

JUNGLE JAPES

After freeing Lanky in Angry Aztec, bring him back to Jungle Japes to collect his share of Golden Bananas. Although Lanky can get coins to buy the Orangstand and Grape Shooter elsewhere, the Jungle is the easiest place to stock up.

1 Lanky's Time Trial

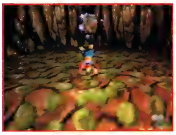
Before Lanky can get things going in this test of simian swiftness, DK must uncover Lanky's Switch using Rambi. After Lanky pounds the switch, he'll have just 50 seconds to reach the Golden Banana. Lanky should use Bananaporter 4 as a shortcut then climb the vine, swing to the cannon ledge and claim the banana.

CHECKLIST

- Buy the Grape Shooter from Funky
- See Cranky about the Orangstand
- Pound the Lanky Switch near the Lab
- Find and return Snide's Blueprint
- Use the Orangstand to reach a Bonus Game
- Shoot the Grape Switch and play a Bonus Game
- Change to Diddy to shoot the Peanut Switch
- As Lanky, hit the pegs and defeat bees

2 Orangstand

The Bonus Barrel to the Speedy Swing Sortie Bonus Game is found near the Kremling with the blue Blueprint. Climb the slope using Lanky's Orangstand. The Bonus Game involves collecting nine coins in 38 seconds by swinging from vines. Climb the closest tree to your starting point to get started. Your prize will be a shiny Golden Banana.



3 Lanky's Baddie Bonus

Diddy has to open up the big chamber in the tunnel with his Peanut Popguns, but once that's been done, Lanky can take over. He'll find coins, bananas and a Grape Switch on the wall. To earn the Golden Banana in the Bonus Game, Lanky must beat all the Kremlings in the area and find his way to the exit before the timer runs out.

Ape Teamwork

On the far-right side of Jungle Japes near the entrance to the hidden tunnel area where Cranky's Lab is located, you'll notice a gateway with a Peanut Switch above it. Only Diddy can open the gate, but once it's open, only Lanky can climb the slope to reach the gate.

4 Bee Business

The Orangstand is a handy move for climbing up slopes. After Diddy has shot the Peanut Switch, Lanky can enter a cave with two loose pegs in the ground. Pounding the pegs releases five bees. Defeat the bees using Lanky's Grape Shooter to make a Golden Banana appear.

Orangstand: 3 Coins

Lanky may be an orangutan, but he needs an old ape like Cranky to teach him the Orangstand. With this move, Lanky can walk on his hands and climb slippery slopes.

Grape Shooter: 3 Coins

Lanky's weapon of choice is the long-stemmed Grape Shooter. Once he buys the weapon from Funky, Lanky can fire grapes of wrath at his Kremling foes, Grape Switches and Blue Balloons.

JUNGLE JAPES

Once you rescue Tiny from her prison in Angry Aztec, the smallest Kong will gladly join the jamboree. The jungle is the easiest place for her to buy her Feather Bow from Funky and her Mini-Monkey move from Cranky.

1 Splish-Splash Salvage

Tiny's first Bonus Game is a barrelful of coins, but only one monkey. Even so, she won't have much trouble collecting ten bonus coins in the allotted time. Swim to the bottom of the barrel to collect all seven coins there first, then pick up three more at the middle level.

Rambi's Rampage Part Two

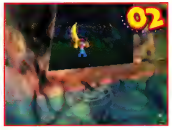
If you didn't smash the Rambi painting earlier, you'll want to do it now with DK transformed into Rambi the rhino. Once the new passage is open, take Tiny to the pond to collect a treasure trove of coins. There's a fairy here as well.

CHECKLIST

- Find and return Snide's Blueprint
- Visit Funky for the Feather Bow
- Shoot the Feather Switch and play the Bonus Game
- See Cranky for the Mini-Monkey move
- Pound the Tiny Switch
- Shrink and jump off the mushroom
- Get tiny and go into the shell

2 Tiny's Quick Trip

Pound the Tiny Switch near Cranky's Lab to activate a timed challenge for a Golden Banana. You'll have 30 seconds to reach the newly opened cave by the water. Take Bananaporter 4 as a shortcut.



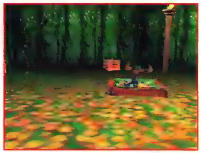
3 Stumped by the Shroom?

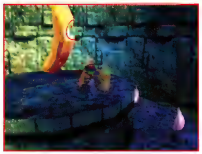
The mushroom in the clearing with the bombing bees has a special purpose. Go past the Kasplat with purple hair and shoot the Feather Switches to enter the area. If Tiny uses the Tiny Barrel to get small, she can make a super jump off the mushroom and onto the stump. From there, she can pop down the hole to claim the Golden Banana.

Tiny can make incredibly high jumps off the mushroom. If she's small, she can hop onto the stump and jump down the hole to reach the Golden Banana inside.

4 Tiny's Shell Game

As a mini-monkey, Tiny can enter the beehive, use oranges to blow up the giant Klaptrap in the room with the Tiny Switch, then pound the switch. The next room also has two purple Klaptraps and another Tiny Switch. That switch opens the final room with the Golden Banana and an angry duo of a bee and a giant Klaptrap.

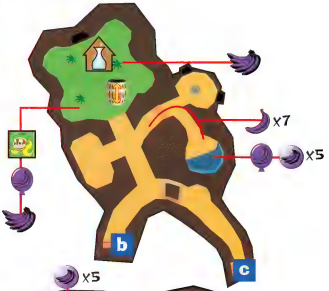


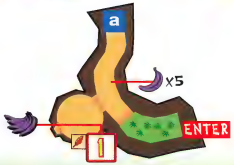


Tiny must pound a series of switches to open the gates and reach the Golden Banana. Each switch room will contain enemies. Use oranges and feathers to defeat them.

Mini-Monkey: 3 Coins

Cranky charges three coins for this move, which is activated in the Tiny Barrels. When Tiny's tiny, she can enter small doors.





Feather Bow: 3 Coins

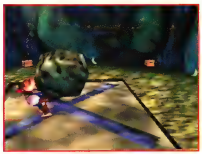
Tiny's Feather Bow may seem like a lightweight shooter, but it packs a heavyweight punch.

Jungle Japes

Once Chunky is released from his cage in the Frantic Factory, return to Jungle Japes to get the big ape started. Chunky has a lot of catching up to do if he expects to pull his own weight. Get three coins and visit Cranky first thing.

1 Chuck the Chunk

You'd think that those big arms of Chunky's would be good for something. In fact, they're ideal for lifting big chunks of rock and throwing them. In Jungle Japes, if you toss the rock on the bare patch of ground, you'll get a lovely Golden Banana.



Checklist

- Get the Hunky Chunky from Cranky
- Buy the Pineapple Launcher
- Toss the rock
- Pound the X on the ground
- Find and return Snide's Blueprint
- Shoot the left eye and swing
- Lift the boulder and hit the switch
- Use the Chunky Barrel to reach the Bonus Game

X Marks the Spot

Once the big X is clear of the boulder, stand in the center and perform a Simian Slam three times. With Chunky's great weight, you'll fall through the earth and enter a new area full of shadows and torches. If you have the Pineapple Launcher, you'll be ready for the next test.

The Right Eye Stuff

Blast the right eye of the statue with the Pineapple Launcher to make several vines drop down from the ceiling. Those vines lead to a platform where you'll find a Kasplat with green hair. You guessed it. If you defeat this bruiser, you'll get the green Blueprint for Snide. Just don't fall into the chasm.

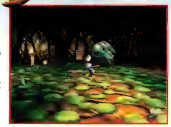
Shoot the right eye (as you're facing the statue) and swing across to meet the Kasplat with the Blueprint. Watch out for his slam attack, which can send you tumbling into the abyss.

2 A Gleam in the Left Eye

After you've shot the left eye of the statue, a second set of vines will appear. They lead to a platform where Chunky can pick up a Golden Banana and three green coins. After collecting this treasure, Chunky can use the cannon to blast himself back to the upper world.

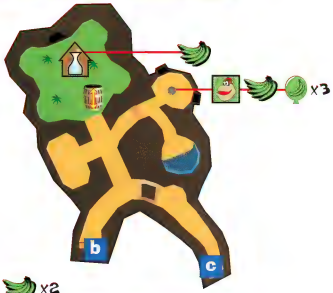
3 Boulder Dash

DK will have to have smashed through the Rambi picture in the tunnel before Chunky can race for this Golden Banana. In the chamber with the boulder, Chunky needs to toss the rock and stomp the Chunky Switch to raise the gate near Snide's Hideout. Hurry to Bananaporter 2, transport up the mountain, then race to the cave just to the left of Snide's place for the prize.



4 Mine Cart Mayhem

Use the Chunky Barrel to get big so Chunky can jump up to the Bonus Barrel. The Bonus Game is an overhead maze where Chunky must avoid the TNT cart. Move inward at the first and third junctions, then outward at the fifth and sixth junctions.



Hunky Chunky: 3 Coins

Chunky's first potion from Cranky gives him the ability to grow even larger than he is already, and that should open a few more doors.

Pineapple Launcher: 3 Coins

Chunky's hefty yet refreshing shooter fires entire pineapples at Pineapple Switches and enemies.

JUNGLE JAPES

ARMY DILLO

x60

This crony of K. Rool rolls out to attack DK with twin flamethrowers. When the fire stops, DK should grab the TNT barrel and throw it at the dillo. After a cinematic scene, Army regroups and rolls at DK then sets up for another fiery attack. Three hits will earn DK the first key for K. Lumsy's cage.

Run toward the rock walls. The enemy will turn then uncurl for another attack.

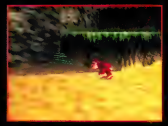
Run to the left or right to avoid a grilling by Army Dillo's mobile barbecue.

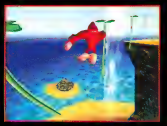
Pick up and throw the TNT barrel at Army Dillo when he stops shooting.

Angry Aztec

Through a stone door on the heights of DK Island lie the remnants of an ancient civilization. With whipping sandstorms, dangerously shifty footing and a population of surly Kremlings, this sandy getaway won't be a vacation.

Head for Higher Ground





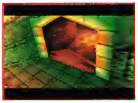
After Donkey disposes of the massive, meched-up mammal known as Army Dillo, he gains a Boss Key that springs a lock on K. Lumsy's cage. The giant croc celebrates by stomping hard enough to crumble a stone wall high up on the island. Explore the beach until you find a tree that gives you access to a higher ledge, then swing on vines to find the entrance to Angry Aztec.

ANGRY AZTEC

A bone-dry city surrounded by searing quicksand isn't exactly a Kong's natural environment, but DK isn't about to let blinding sandstorms stand between him and his banana hoard. If he hopes to scour the level clean, he'll need to find rhythm and inner strength.

Rock Out with Diddy

The first open area of Angry Aztec will seem awfully small until you switch to Diddy and swing from the treetops onto the cage holding the llama. Once you've picked up the Guitar Gazump from Candy, you can put on a one-Kong concert and open the way deeper into the level.



Bongo Blast: 3 Coins

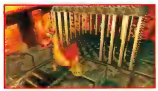
You know he's a funky monkey. Drop by Candy's Shop with three coins to buy drums—if you're the first Kong there, you'll also gain an extra melon for the whole family.

CHECKLIST

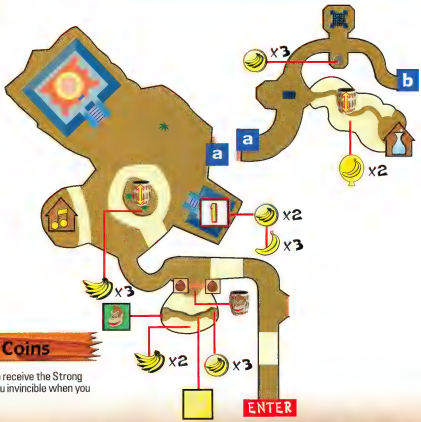
- Get the Bongo Blast from Candy
- Open the Guitar Gazump door with Diddy
- Get the Strong Kong from Cranky
- Find and return Snide's Blueprint
- Free the llama
- Free Lanky in the llama temple
- Navigate the sand tunnel
- Feed the revolving tower with Diddy
- Enter the temple

1 Liberate the Llama

The llama tells you that the key to his freedom lies in the clouds, so you'll undoubtedly need to do some stratospheric Baboon Blasting. You'll find the DK Pad deep in the level, smack dab in front of a temple with the imprisoned pack animal's mug plastered on the front door.



If you negotiate the barrels successfully, you'll pick up bananas and coins. Be sure to nail the DK Star at the end—it frees the llama, who'll leave behind a Golden Banana.

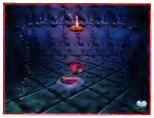


Strong Kong: 5 Coins

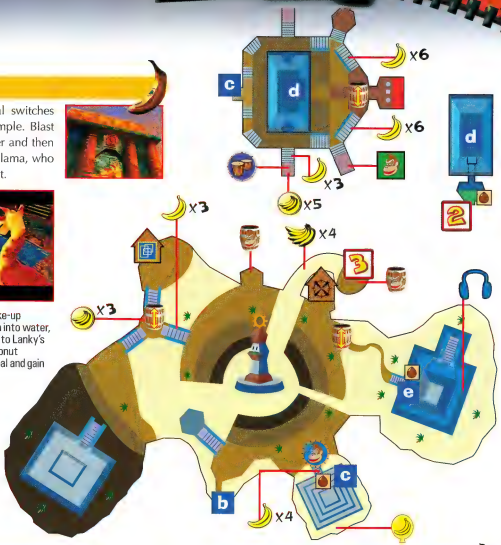
Throw five coins to Cranky to receive the Strong Kong ability, which renders you invincible when you jump into a DK Barrel.

2 An Orangutan in Need

Freeing the llama will make several switches appear on the walls of the llama temple. Blast the one over the door with your Coconut Shooter and then use the Bongo Pad inside an alcove to wake the llama, who is celebrating freedom by snoozing over a lava pit.

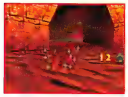


After the llama's wake-up sneeze turns the lava into water, it's just a short swim to Lanky's prison. Blast the Coconut Switch to free your pal and gain a Golden Banana.



3 Be Strong, Kong

Inside the llama temple is a switch that opens a seemingly impassable route through quicksand. Once you've learned Cranky's Strong Kong move, find the barrel to the left of the new route and walk invincibly to the Bonus Barrel.



Switch 'Em On

To enter the temple, switch to Diddy, rocket to the temple's roof and pound a Diddy Switch. Shoot peanuts into the revolving pole's mouth to make five switches appear on the temple's face.

4 Temple Run

Navigating the short maze to the Golden Banana inside the temple is a simple matter of shooting Coconut Switches and defeating enemies. Be sure to pick up the coins while you're inside, and prepare to flee the area once you've grabbed the treasure.

Angry Aztec

Diddy is integral in opening the way to several sections of Angry Aztec. Once he picks up a guitar and a rocket pack, he'll blaze a trail all the Kongs can easily follow once they're free. Speaking of which, there's a certain Tiny Kong whom only Diddy can save...

Play an Llama Concert

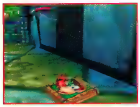
If you climb one of the trees around the Tag Barrel, you'll see vines leading to the llama cage. Swing over to the cage's roof, then play the old Guitar Gazump on the pad to open a door leading deeper into the level.

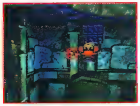
Guitar Gazump: 3 coins

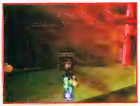
Candy's Shop, conveniently located on the corner of Sand and More Sand, has all of Diddy's musical requirements for three coins.

1 K-O-N-G Spells Freedom for Tiny

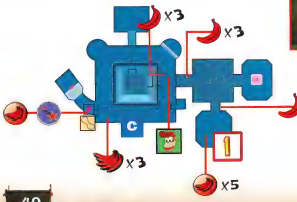
Once you've entered the first temple, pound the Diddy Switch and climb the platforms. At the top, blast the faraway Peanut Switch and cross to a Guitar Pad, which opens the roof and melts the ice on the central pool. Swim underwater to reach the room where Tiny's imprisoned.







The puzzle that frees Tiny isn't tough to figure out. Simply Chimpy-Charge into the letters on the wall in the order K-O-N-G to make her join the DK team—and earn a Golden Banana.



Checklist

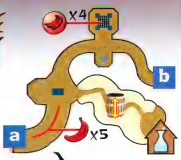
- Get the Guitar Gazump from Candy
- Open the Guitar Gazump door
- Free Tiny Kong
- Get the Rocketbarrel Boost from Cranky
- Find and return Snide's Blueprint
- Use the Chimpy Charge on four gongs
- Pound the Diddy Switch and feed the revolving tower
- Enter the temple
- Fly through the tower's top and race the buzzard

King of the Hill

The Kasplat camped out on the small dome atop the temple doesn't leave you a lot of elbow room. Hop into the Diddy Barrel and Rocket-Boost up there, then knock him off for the Blueprint.

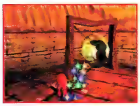
Rocketbarrel Boost: 5 coins

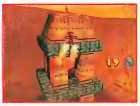
Five hard-earned Banana Bunch Coins will convince Cranky to outfit Diddy with the Rocketbarrel Boost. Crystal Coconuts will keep you airborne.



2 Full Chimp Ahead!

When you find the platform with four gongs, you may notice they're emblazoned with Diddy's silhouette. Take the hint and Chimpy-Charge into each one—they'll cue an enormous tower to rise up with a Golden Banana at the top.

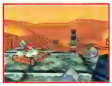




Head back to the Diddy Barrel and take a brief rocket boost ride to the top of the tower in order to claim your golden reward.

A Hungry Tower

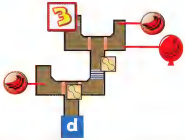
There's a temple in this area with five doors but no way to open them. To get in, you'll have first to rocket to the top and stomp a Diddy Switch. Doing so will make the totem pole in the center of the area start to revolve.

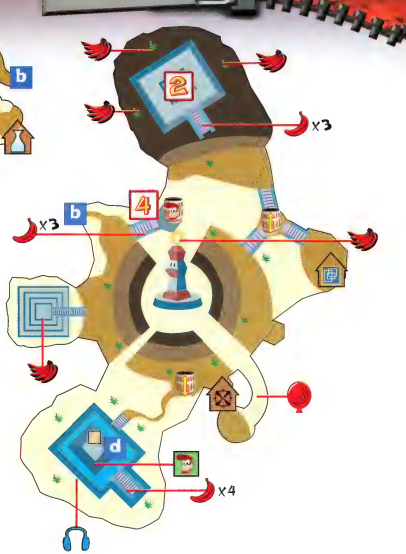


Once it's turning, shoot peanuts into the tower's mouth until it's full—it'll then make five Target Switches appear on the temple.

3 Loot the Temple

Shoot all of the Peanut Switches inside the temple to make your way deep inside. Once you grab the Golden Banana at the end, prepare to run back the way you came. As you'll see when you return with each Kong, once you steal a Golden Banana from inside this temple, you'll be marked with crosshairs and have to flee to survive.





4 Rise to the Sun

Luckily, the sun emblem atop the tower doesn't revolve, because you must rocket through it three times if you want to gain another Golden Banana. Doing so will open a cage on the far side of the area and release a dopey buzzard.

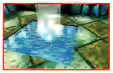
To earn the buzzard's prize, you must follow it and fly through the rings it leaves behind. You'll have unlimited Crystal Coconuts, so don't spare the fuel!

ANGRY AZTEC

Lanky has plenty to do in the shifting sands of Angry Aztec. Between a slew of minigames, a buzzard hunt and the usual helping of Kremling whooping, he'll have his elastic arms full. Of course, you'll need to save him first, and Donkey's the Kong to do it.

Let There Be Light

You can't reach the inner sanctum of the first temple in Angry Aztec until you've melted the ice with Diddy. Once the pool is thawed, Lanky can hop in for a quick swim.

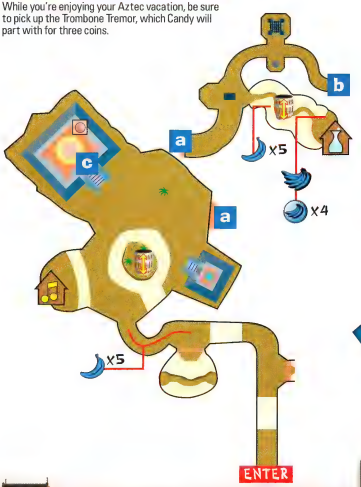


Trombone Tremor: 3 coins

While you're enjoying your Aztec vacation, be sure to pick up the Trombone Tremor, which Candy will part with for three coins.

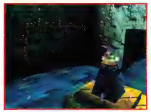
CHECKLIST

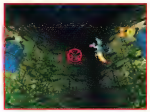
- Get the Trombone Tremor from Candy
- Get the Grape Shooter from Funky
- Blast the buzzard
- Get the Orangstand from Cranky
- Raise the dragon heads in the llama temple
- Play the memory game
- Enter the temple
- Find and return Snide's Blueprint

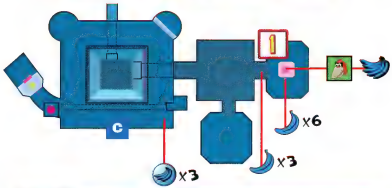


1 Freeze! Drop the Banana!

Atop a raised platform at the end of the aquatic tunnel is a Lanky Switch—do a Simian Slam on it to start a buzzard flapping around in the heights of the room. If you give it a few grapes, it'll drop a Golden Banana for you. Don't forget to brawl for a Crown in K. Rool's Battle Arena once the water has receded.





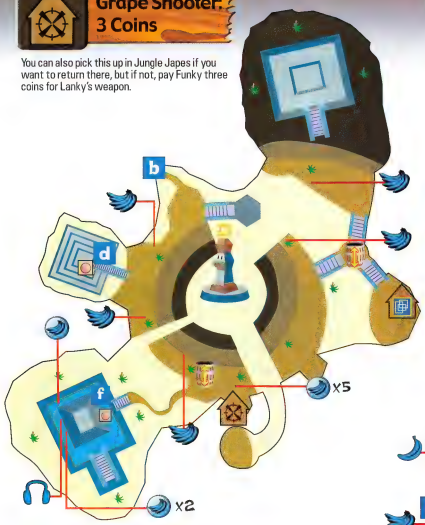


Orangstand: 3 Coins

If you didn't go back to Jungle Japes once you've freed Lanky, then head to Cranky's Lab and learn the hill-climbing Orangstand for three coins.

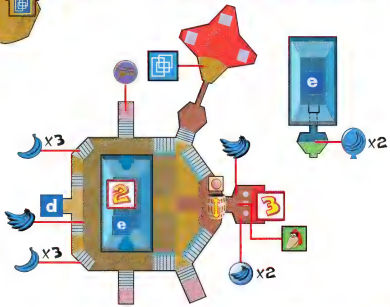
Grape Shooter: 3 Coins

You can also pick this up in Jungle Japes if you want to return there, but if not, pay Funky three coins for Lanky's weapon.



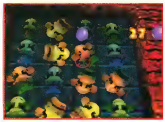
2 Raise Some Heads

Some Trombone tooting on the appropriate pad in the llama temple raises up a pair of enormous dragon heads from the pool. They merge to form a steep bridge with a Bonus Barrel at the top. Using the Orangstand move you already learned from Cranky, sprint up and play the game.



3 Use Their Heads

Slam the Lanky Switch at one end of the llama temple to open the way to some more bananas and a memory game. You have to set all of the monkey heads spinning to earn a Golden Banana—pair each set of colored monkey heads by matching the sounds they make.



Blueprint Bananaport

Lanky needs Tiny's help to get his Blueprint. She must shrink down and enter a narrow passage in the llama temple then cue the Bananaporter on the other side for Lanky to warp to.

4 Flies in the Temple

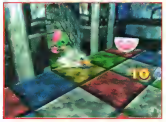
At the end of Lanky's short maze in this temple is a minigame that requires you to swat a bunch of flies within a short time limit. Once you've completed the fly extermination, grab the Golden Banana and make a run for the exit before K. Rool homes in on you and puts an end to your adventures.

Angry Aztec

The cracked walls of many of the temples hide passages that only a miniature Kong might enter, and Tiny fits the bill perfectly once she learns Mini-Monkey from Cranky. To save her, Diddy will have to take a swim...and bonk his head against the wall a few times.

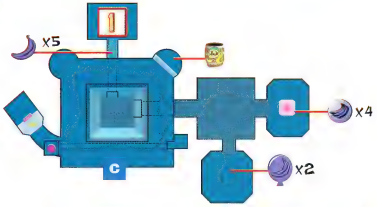
1 Shrink and Swim

Diddy was kind enough to thaw out the pool in this temple and free Tiny, and if it's not too traumatic for the little Kong, take her back into the water. If you leap into the Tiny Barrel to miniaturize yourself and then swim through the narrow tunnel, you'll get a chance to fight a bunch of Klaptraps for a Golden Banana.



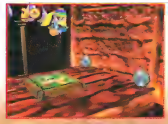
Checklist

- Get the Saxophone Slam from Candy
- Get the Mini-Monkey from Cranky
- Get the Feather Bow from Funky
- Shrink and enter the aquatic tunnel
- Find and return Snide's Blueprint
- Slam the switches in the llama temple
- Shrink and fly up to the slide race
- Explore the temple



2 Hop the Hot Stuff

The llama temple houses a miniature path that only a shrunken Tiny can enter. On the other side is a Tiny Switch and a Bananaporter that Lanky will eventually need to use to get his Blueprint. Slam the switch, hop onto the platforms it raises, and repeat the process until you get your Golden Banana.



Saxophone Slam: 3 Coins

Breathe a little bit of soul into Tiny's repertoire by buying her the Saxophone Slam at Candy's Shop.

3 Get Small, Get Funky and Go for a Slide

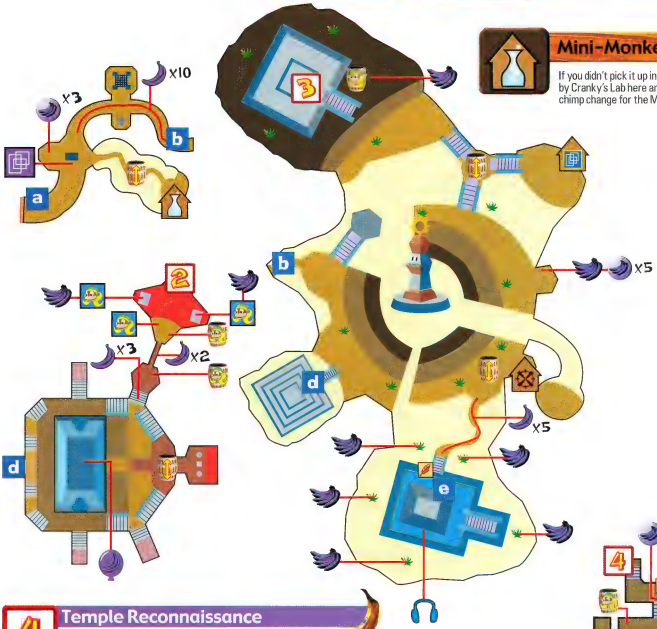
When Diddy bangs the gongs and raises the tower, he can't enter the small hole at the top, but Tiny sure can. Shrink her down, then walk onto the newly visible 0and fly Tiny to where she can drop into the tower. A beetle inside will give you a Golden Banana if you win a race down a slide and collect 50 coins.

Feather Bow: 3 Coins

You can also pick up Tiny's handheld weapon in Jungle Japes, but if it isn't in your inventory yet, you can grab it here.

Mini-Monkey: 3 Coins

If you didn't pick it up in Jungle Japes, stop by Cranky's Lab here and fork over some chimp change for the Mini-Monkey.



4 Temple Reconnaissance

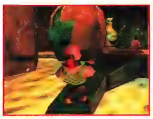
Tiny's mission in this temple is the same as the other Kongs'—walk through, grab the Golden Banana and hightail it out to safety. If you have the Banana Fairy's Camera, you can shrink, explore a tiny tunnel and snap a picture of a Banana Fairy.

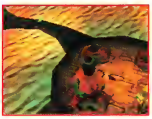
Angry Aztec

You won't see hide nor hair of Chunky on your first pass through Angry Aztec, but once you've freed him from Frantic Factory bring him into the sands and do some heavy-duty weightlifting. First you have to save him, though—calling Lanky Kong to the rescue!

1 Perfect the Room's Decor

It's handy to have a superstrong Kong there when you need to maneuver giant pieces of pottery around. Blast the bees from the air to get some room to work with, then pick up the giant vases and delicately walk the thin path back to the central platform. Match the vase symbols with the floor symbols and set them down.



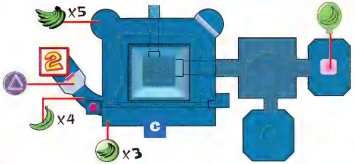


Checklist

- Get the Triangle Trample from Candy
- Get the Pineapple Launcher from Funky
- Get the Hunky chunky from cranky
- Arrange the giant vases
- Enter the rotating room
- Use the giant boulder to Lift the cage
- Clear the temple
- Find and return Snide's Blueprint

2 Take a Tumble

Play the Triangle in the appropriate part of the first temple to gain entry to a room with a stone Kremling head mounted on the wall. Klaptraps pour out of it, and defeating them isn't simple. The entire room periodically rotates on its axis—keep your footing and defeat the Klaptraps to earn the Golden Banana.



Triangle Trample: 3 Coins

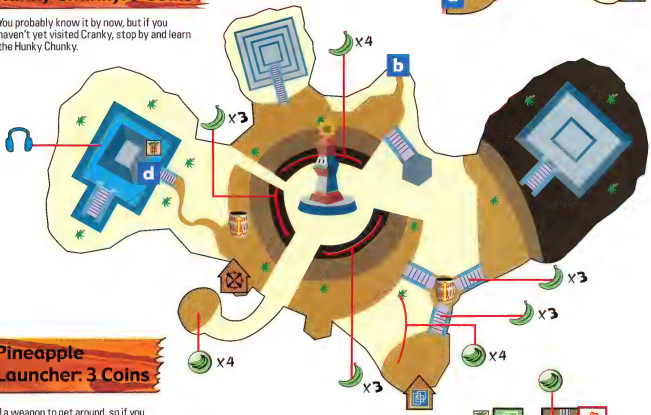
If you cough up three coins, Candy will add a musical triangle to Chunky's inventory. You'll make beautiful music together.

3 Giant Job, Giant Kong

See that big boulder? Once you've learned the Hunky Chunky from Cranky, jump into the Chunky Barrel and get huge. You can then lift the boulder, carry it down the hall and set it on the stone table, which will sink and lift the cage that guards a Bonus Barrel. A Golden Banana's yours if you win the game.

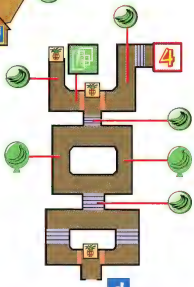
Hunky Chunky: 3 Coins

You probably know it by now, but if you haven't yet visited Cranky, stop by and learn the Hunky Chunky.



Pineapple Launcher: 3 Coins

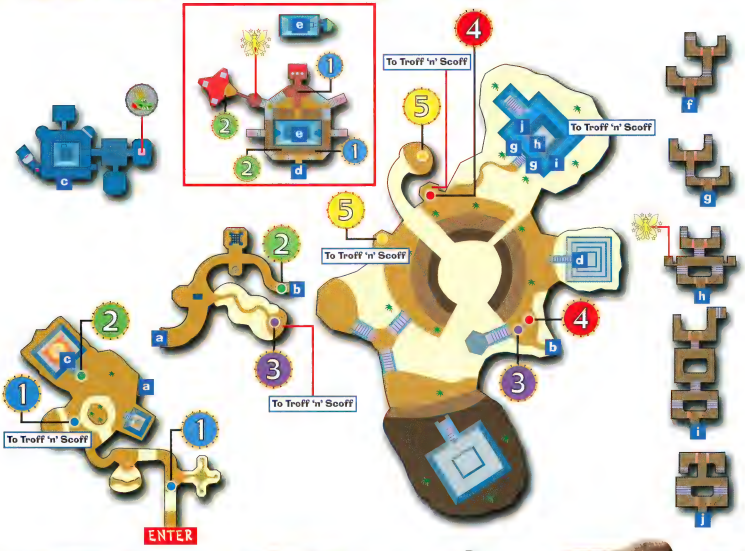
You definitely need a weapon to get around, so if you don't have one yet, get the Pineapple Launcher from Funky's Shop.



4 Clear Out

Chunky's section of this temple is lush with coins and Banana Balloons. Don't forget to knock the Blueprint out of the Kasplat's scaly hands so you can return it to Snide for a Golden Banana. When you blast a Pineapple Switch at a dead-end, a wall will rise elsewhere, giving you access to a Bonus Barrel. Enjoy! And when you win the game, grab the prize and run.

Angry Aztec



Dogadon

x120

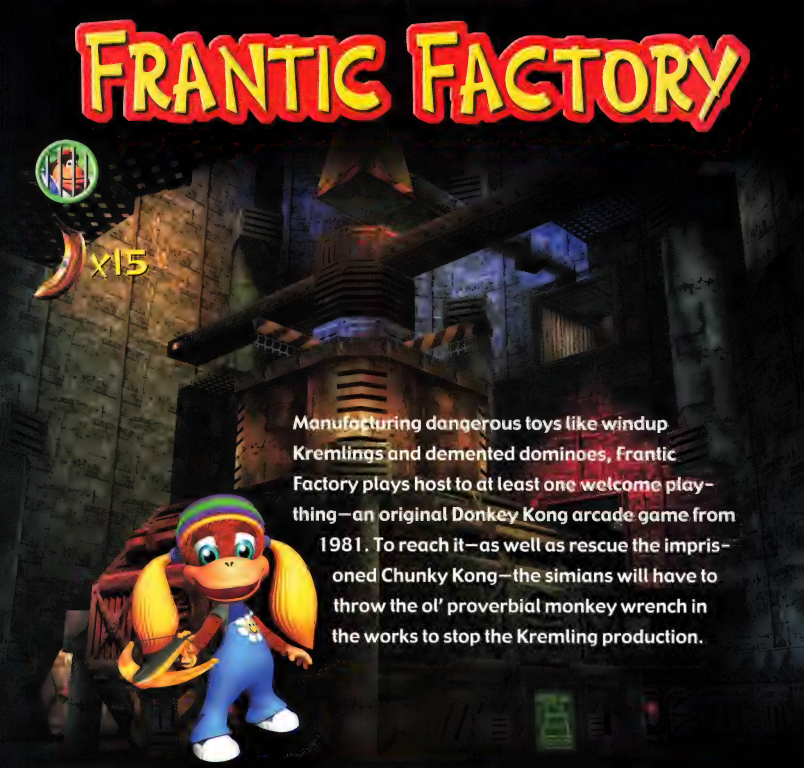
Diddy doesn't like bugs, and when an annoying little dragonfly starts buzzing around his head, he squashes it flat. Big mistake. The little guy's big daddy emerges from the lava none too pleased about Diddy's act of insecticide, and its fiery phlegm is sure to leave a mark if it makes contact.

Roll right and left using the B Button to avoid the blasts of fire the Dogadon spits.

When he lands on the platform, grab the barrel and send it into the creature's chest.

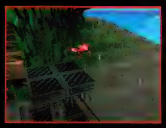
Three direct hits from the explosive barrels will do the job and earn you a Boss Key.

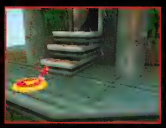
FRANTIC FACTORY



Manufacturing dangerous toys like windup Kremlings and demented dominoes, Frantic Factory plays host to at least one welcome plaything—an original Donkey Kong arcade game from 1981. To reach it—as well as rescue the imprisoned Chunky Kong—the simians will have to throw the ol' proverbial monkey wrench in the works to stop the Kremling production.

ABOARD CROCODILE ROCK





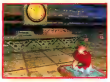
After Diddy delivers his key to K. Lumsy, the Kremling's tremors of joy will shake open a door on Crocodile Isle and raise a platform on its lower deck. Swim to the isle and hop onto the raised platform to reach the catwalk. Follow the path to the door at the top, then venture inside to meet up with Chunky and a box of toys more dangerous than lawn darts.

Frantic Factory

Among the many possessed toys inside Frantic Factory is an arcade machine you'll want to check out—it contains the spirit of the Kong himself, an original 1981 Donkey Kong game. You might want to take the time to free your imprisoned pal, Chunky, as well.

Punch in at the Time Clock

A pair of windup Kremlings patrols the time clock room atop the stairs in front of the entrance. Bombard the mechanical animals with your oranges then, once the coast is clear, pound the floor switch to open a large hatch.



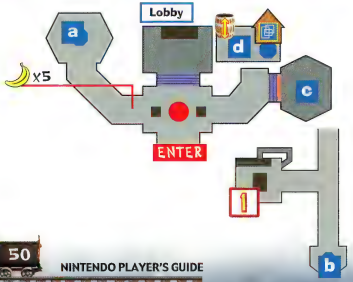
Gorilla Grab: 7 coins

You'll need some super bulk-up formula to pull those rusty switches throughout the Factory. Cranky will hook you up.

1 Donkey Kong 1981

To play the Donkey Kong arcade game, stand on the DK Pad beneath Chunky's cell. By tapping Z, you'll launch into the Barrel Blast, and by flying through the DK Star, you'll complete the challenge. You'll also summon the lever that activates the arcade machine.

To pull levers, like the one that powers up the Donkey Kong arcade game, stand on the footplate, then press the B Button.

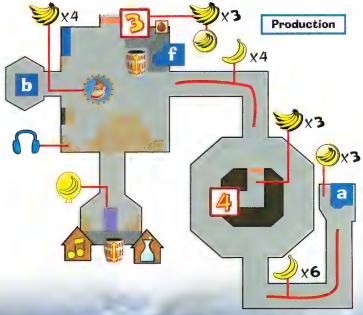


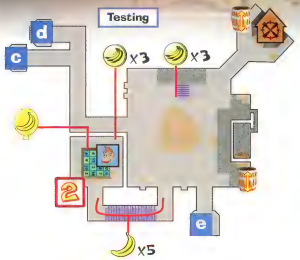
Checklist

- Pound the switch to open the hatch
- Learn the Gorilla Grab from Cranky
- Barrel Boost to cue the arcade lever
- Clear Level 4 of the DK arcade game
- Pound the floor switch to open the gate then pound the numbers
- Gorilla-Grab the R&D lever and fight through the Battle Arena
- Enter the high voltage building to turn on the machine
- Enter the machine
- Find and return Snide's Blueprint

Ammo Belt Upgrade: 3 Coins

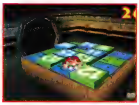
Trigger happy? Funky's got just what you need down at his store. Fatten up that ammo belt with 50 extra coconuts.

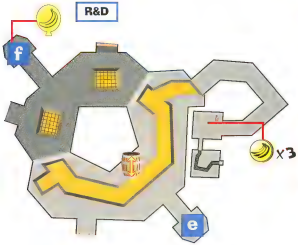




2 Monkey Mathematics

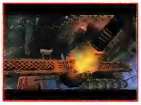
Pound the switch inside the Production Room to open the gate down the hall from Bananaporter 2. Climb the pole behind the gate to reach the Testing Area then hop on a toy block for a lift to the numbers game. Simian-Slam the numbers in ascending order in under a minute to win.



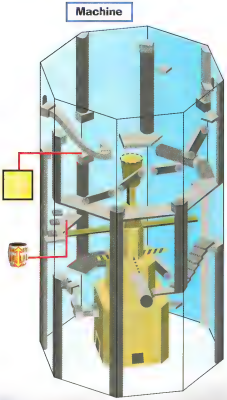


3 Turning on the Machine

One of the main goals of the level is to activate the Production Room's machine. To reach its power switch, jump down the R&D chute that's between the Guitar Pad and the Triangle Pad hallways. When you land, you'll be at the power station's doorstep.



Shoot the Coconut Switch to enter the High Voltage Building then pull the lever inside to power up the machine and find yourself a golden treat.



4 Throwing a Monkey in the Works

Once you've switched on the power, the gate in front of Bananaporter 4 will open, allowing any monkey to enter the Production Room's machine. Waltz on in then hop into the DK Barrel for a Crystal Coconut-powered dose of invincibility that will keep your monkey in one piece as he treads past piston-powered smashers.

A Golden Banana as well as a second DK Barrel for invincibility await at the end of the conveyor belts.

Clinging Kasplat

Ride the sidewalls' lifts and scale the perimeter's catwalks and rollers to reach the Kasplat with the Blueprint. Since he occupies a tiny ledge, blast him from afar to avoid close—and risky—combat.

FRANTIC FACTORY

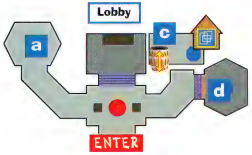
Diddy's about to spring into action. Literally. In the factory, the cheeky monkey will scrounge up enough change to pay Cranky for the Simian Spring, a maneuver that will enable Diddy to bounce to new heights using his coiled-up tail.

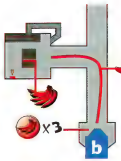
1 Bouncing for Bananas

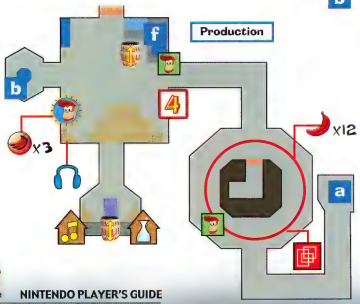
Once you have learned the Simian Spring and have activated the Production Room machine with DK, slam the nearby Diddy Switch to summon a banana, then scale the perimeter to reach the Diddy Pad that will launch you to your prize. If a Kong has already scaled the machine, both #4 Bananaporters should be activated, allowing you to bypass many of the obstacles leading up to the pad.

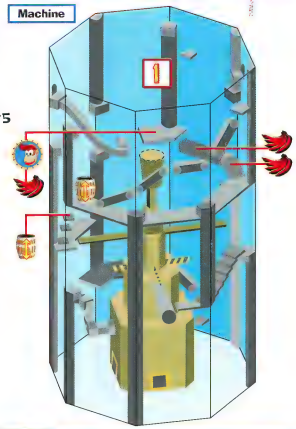
CHECKLIST

- Get the Simian Spring from Cranky
- Spring to the top of the ABC blocks
- Pound the Production Room switch, then Simian-Spring
- Find and return Snide's Blueprint
- Play the Guitar to enter the arena
- Play the Bonus Game







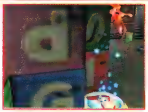


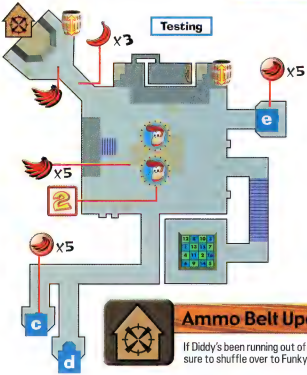
Simian Spring: 7 Coins

To spring into the air, press and hold Z while standing on a Diddy Pad. Once Diddy catches air, use the Control Stick to direct his flight path.

2 Bouncing up Blocks and Melons from a Monkey

In one corner of the pile of ABC blocks sits a Diddy Pad. Simian-Spring off it to land on the first tier of blocks, then hop your way to the top of the heap. By Simian-Springing off the pad on the peak, you'll reach the Bonus Barrel, where you'll play Peril Path Panic!





3 Hot Licks for Kremling Kicks

In R&D, play a few riffs on the Guitar Pad to remove the glass barrier. Enter the new region, then Chimpy-Charge the number blocks using the four-digit door codes as combinations. For each door code you enter, you'll unleash some Kremling thugs into the arena, and by defeating them all, you'll win a Golden Banana.

Ammo Belt Upgrade: 3 Coins

If Diddy's been running out of peanuts at crucial moments, be sure to shuffle over to Funky's Store for an upgrade.

4 Beaver Bother!

Fall through the hole in the passage to the right of the Guitar Pad hallway to reach a Diddy Switch. Pound it to lower the dangling ropes then swing across them to enter the Bonus Barrel. Inside, compete in the rodent herding game, Beaver Bother, by chasing your buck-toothed victims into a hole in the middle of the barrel-turned-arena.

Frantic Factory

Nothing escapes the long arms of Lanky. A handstand lets him reach bananas perched atop the machineworks, while his new Baboon Balloon move allows him to float when he inflates himself with air. Just don't try this move at home.

1 Heels over Head

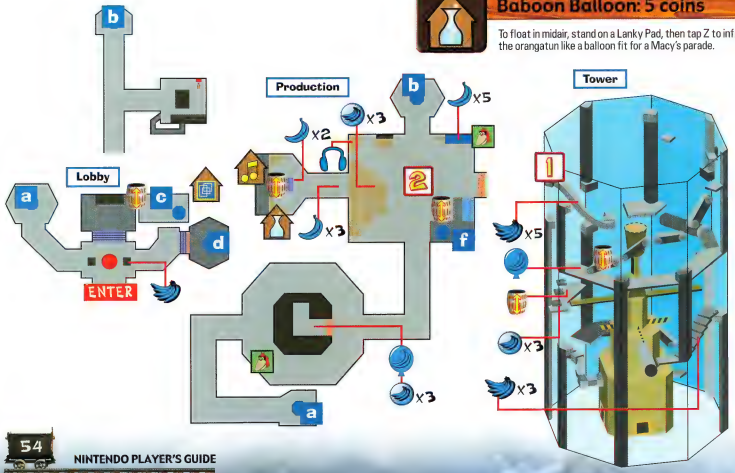
After you've activated the Production Room with DK, pound the Lanky Switch to summon a Golden Banana, then enter Bananaporter 4. Cross the lifts to the catwalk then jump onto the pipe near the Diddy Pad. If you Orangstand up the pipe, you'll reach the banana.

Checklist

- Pound the machine room switch, then Orangstand up the pipe
- Free Chunky
- Get the Baboon Balloon from Cranky
- Float to play the Bonus Game
- Find and return Snide's Blueprint
- Play the Trombone, then mimic the music

Baboon Balloon: 5 coins

To float in midair, stand on a Lanky Pad, then tap Z to inflate the orangatun like a balloon fit for a Macy's parade.



2 Gorilla in the Midst

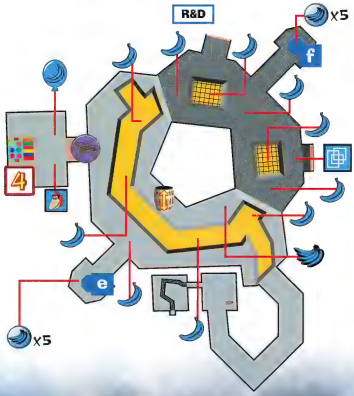
Enter the room where Chunky is imprisoned and Orangstand your way up the pipe that arches over Bananaporter 1. At the top of the pipe is a Lanky Switch, and by Simian-Slamming it, you'll cause Chunky's cage to fall from the ceiling. When it breaks open, the final Kong will join your team, itching to collect green bananas.

3 Monkey Gone to Heaven

In the room with the pile of ABC blocks, climb the cardboard boxes to reach the Lanky Pad on the ledge adjacent to the R&D entrance. Station Lanky on the pad, tap Z to inflate into the Baboon Balloon, then float to the Bonus Barrel. Inside, try your luck at the Batty Barrel Bandit slot machine and score three jackpots in 60 seconds to win.

Ammo Belt Upgrade: 3 Coins

Add an extra bunch of grapes to your ammo belt with a cheap upgrade from Funky—if you haven't already visited him.



4 Simian Says

In an alcove in the R&D Department is a Trombone Pad. By sliding out a few notes while standing on top of it, Lanky will obliterate the glass wall that barricades him from the giant keyboard. Pound the switch in front of it to begin a game of musical mimicry, in which Lanky must Simian-Slam the color-coded keys to match notes with the burping Kremlings who emerge from the rainbow of barrels.

FRANTIC FACTORY

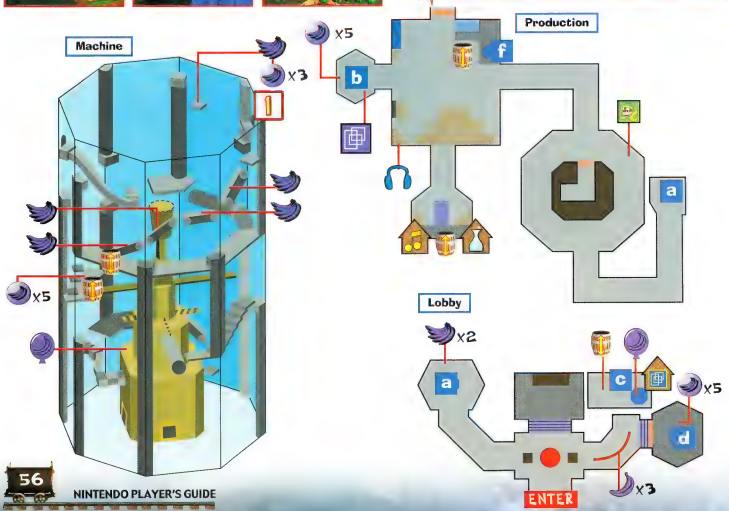
They say blondes have more fun, and while flaxen-haired Tiny surely isn't a real blonde (her hair has brown roots, after all), she'll nevertheless have her share of amusement when she squeezes into the factory's Bonus Games.

1 Krazy Kong Klamor!

Once the machine is on, a Kong must scale it. Tiny's the Kong of choice for the job since her Ponytail Twirl will enable her to hover back to safe ground and compensate for any missteps on the narrow ledges. Beside the looming machine is a Tiny Switch, and once she's pounded it, she must work her way up the tower to twirl into a Bonus Game.

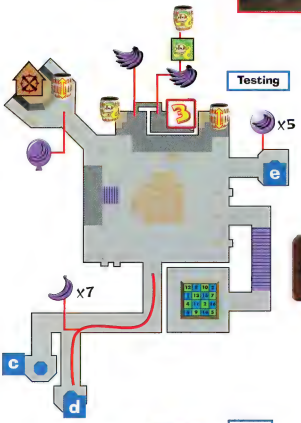
CHECKLIST

- Get Ponytail Twirl from Cranky
- Pound the machine room switch and play the Bonus Game
- Find and return Snide's Blueprint
- Shrink by the DK machine and enter the shaft
- Shrink and play darts in Testing
- Shrink and race in R&D



2 A Little Monkey Goes a Long Way

Hop into the Tiny Barrel in the room that contains the Donkey Kong arcade game. Once the barrel shrinks you a few dress sizes, hop up the boxes to enter the air duct. At the end of the ventilation shaft waits a big banana for a tiny traveler.



3 Krem Dart Board

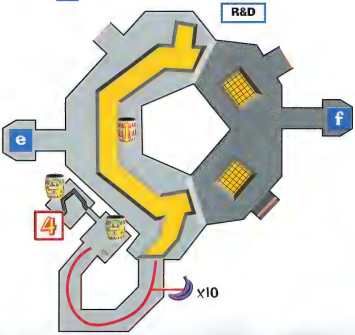
Box-hop to the ledge in the room with the ABC blocks and head to the left corner. Jump into the Tiny Barrel to downsize into the Mini-Monkey, then squeeze into the tunnel for a round of darts. Using your Feather Bow, shoot whichever target appears below the word "Next." Once you win, you'll get a Golden Banana and a Banana Fairy will appear by Funky's Store.

Ponytail Twirl: 5 Coins

Tiny will fly like a helicopter after picking up a potion at Cranky's lab. It's an essential skill throughout the rest of the adventure.

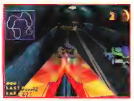
Ammo Belt Upgrade: 3 Coins

If you go see Funky, he'll up the number of feathers you can carry in your ammo belt to 100. Those feathers don't weigh very much anyway.



4 Micro Motoring

In the R&D Department, collect the 10 purple bananas in the hallway near Bananaporter 2, then shrink to enter the tunnel at the end of the passage. Follow the road to the next tiny tunnel, then race the Kremling car. By blazing through DK Stars, you'll get boosts, and by nabbing at least 10 coins and winning two laps, you'll score a Golden Banana.



FRANTIC FACTORY

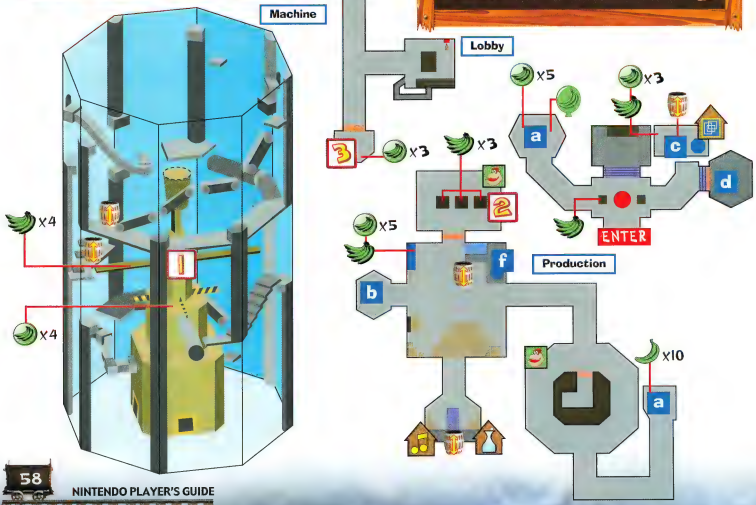
Imprisoned in Frantic Factory, Chunky awaits Lanky, the one Kong who can save him. Once freed, the gargantuan gorilla can flex his muscle to Primate-Punch the iron gates that stop the Kongs from reaching uncharted toyland territory.

1 Please, with a Banana on Top

Once the machine is on, pound the nearby Chunky Switch. A Golden Banana will appear at the top of the towering machine while a smasher thumps down on the fruit every few seconds. To reach the banana before your time limit expires, enter Bananaporter 4 to quickly reach the upper level.

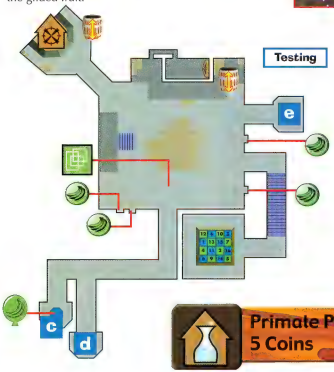
CHECKLIST

- Get the Primate Punch from Cranky
- Pound the Production switch and climb the Tower
- Punch the Production gate, pound the mystery box, pound the switch, then punch the Chunky Switch
- Punch the gate to play the Bonus Game
- Find and return Snide's Blueprint
- Punch the R&D gate, play the Triangle, punch the Chunky Switch, then battle the toys



2 Hydraulic Lifts and Primate Punches

Only Chunky can knock down the factory's iron gates, and after Primate-Punching the one in the room where he was imprisoned, he can enter a chamber that conceals a banana. Pound the box with the question mark on it, slam the Chunky Switch, punch the wall switch, then hop across the lifts to snag the gilded fruit.



3 Stash Snatch!

In a hallway adjacent to the Donkey Kong arcade machine is an iron gate. Sock the barricade with the Primate Punch and enter the barrel beyond the threshold to play Stash Snatch, a minute-long race to collect six coins strewn about a maze.

Ammo Belt Upgrade: 3 Coins

Build up your tropical fruit firepower by visiting Funky's Store for an upgrade. Another 50 pineapples shouldn't be too heavy.

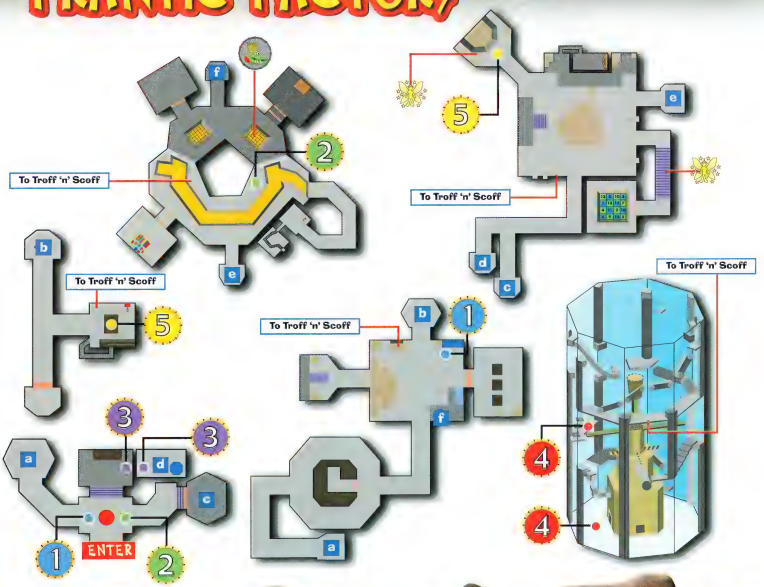
Primate Punch: 5 Coins

Chunky's furry fists will never be the same after he drinks Cranky's potion. Don't bother with the brass knuckles.

4 It's All Fun and Games Until...

In R&D, Primate-Punch the gate on the upper level. Play your isosceles instrument on the Triangle Pad then enter the newly opened chamber to punch the switch adorning the toy chest. Once you've clobbered it, angry playthings will unite in a giant toy terror, but it'll be no match for a Hunky Chunky offense.

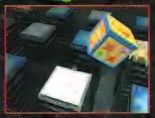
FRANTIC FACTORY



MAD JACK

x200

As Tiny, enter the arena and step onto the flashing white tile to begin your showdown with Mad Jack. The jack-in-the-box will pursue you by bouncing from tile to tile. Since he jumps only one block at a time and never leaps diagonally, Ponytail-Twirl to a kitty-corner tile to hop an extra step ahead of him.

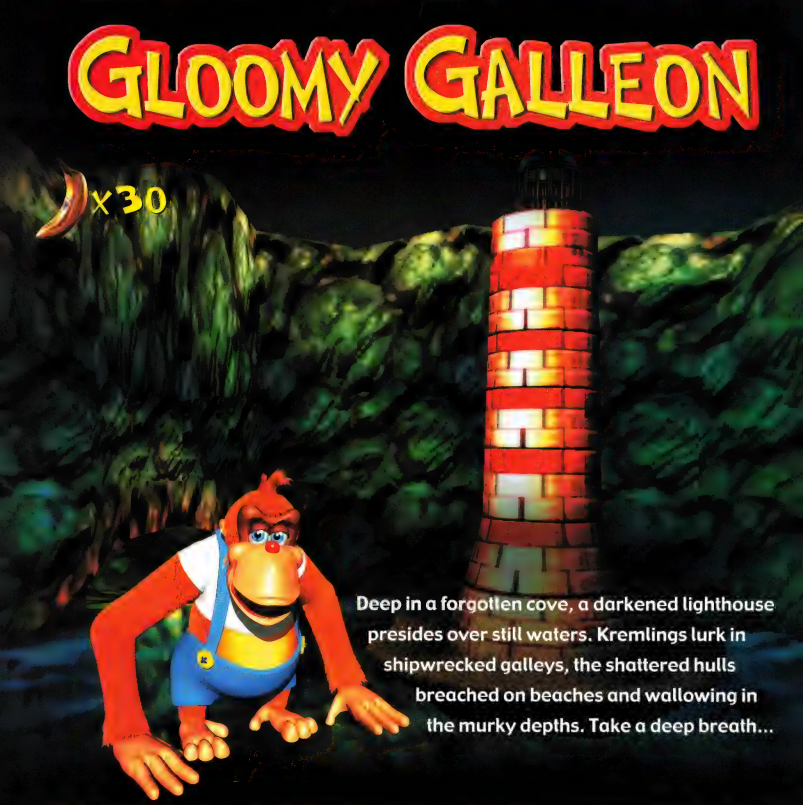


Before Mad Jack can land on you, Ponytail-Twirl to another tile.

When he stops chasing you, switches will appear on select blocks.

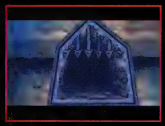
Pound the switch on the same colored pad as Mad Jack's to shock him.

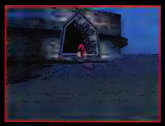
Gloomy Galleon



Deep in a forgotten cove, a darkened lighthouse presides over still waters. Kremlings lurk in shipwrecked galleys, the shattered hulls breached on beaches and wallowing in the murky depths. Take a deep breath...

Swim to the Shipwrecks





The door to the Gloomy Galleon lobby will open when you take a second Boss Key to K. Lumsy's prison, but since you need 30 Golden Bananas to enter, chances are you'll need to spend some time in Frantic Factory first. Once you're ready to take the plunge, swim around K. Rool's dreadnought. On the port side, near the propellers, is a tunnel leading to Gloomy Galleon.

GLOOMY GALLEON

Donkey's quite the humanita...er, simianitarian. Not only will he save a captive seal in Gloomy Galleon, he'll also turn the lights back on in the lighthouse, which may well prevent more ships from suffering the fate of every boat in the area.

Let Some Air In

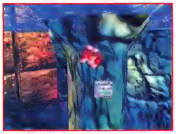
There are two big gates in Gloomy Galleon, and you'll be cooped up in the central hallway if you don't open them. Donkey can open one with his Coconut Shooter—the other will respond only to a couple blasts from Diddy's Peanut Popguns.

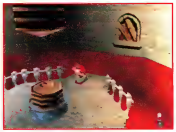
CHECKLIST

- Open the main areas
- Win the Rareware Coin from Cranky
- Light the lighthouse
- Free the seal
- Race the seal
- Explore the sunken ship
- Find and return Snide's Blueprint

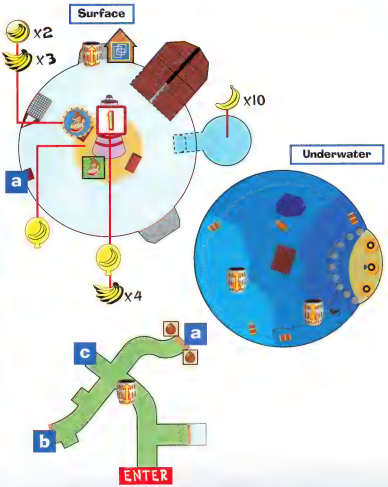
1 To the Lighthouse

Once you've opened the way into the massive lighthouse area, dive underwater and find the switches on the underwater pillar that control the water level. With it raised to high tide, you can stomp a DK Switch and enter the lighthouse. Climbing the spiraling levels is a simple matter of timing your jumps as the platforms extend and retract.



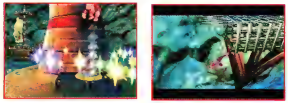


If you pull the lever up top, two things will happen: A Golden Banana will appear down at the base and the lighthouse will turn on. Its bright beacon will start sweeping the cove, guiding an abandoned ship into the safety of the harbor.



2 Spring the Seal

There's also a DK Pad at the lighthouse base, so hop on and send DK soaring high into the stratosphere. You'll blast through barrels high above the clouds, and if you hit the DK Star at the end, you'll free the captive seal.



The seal will leap into the water and swim all the way to the far end of the level's other open water area. Once you track him down, he'll hand over a Golden Banana for saving him.

Rareware Coin

If you've earned 15 Banana Medals by now, Cranky Kong will let you play a classic video game called Jetpac. Earn 5,000 points to win the Rareware Coin.

More Music Energy: 5 Coins

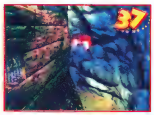
For five coins, Candy will upgrade all the Kongs' instruments to a 15-use capacity.

3 Motorboat vs. Seal

Not only will the seal hand over a Golden Banana in gratitude for his early parole, but he'll also give you a chance to win another one. If you manage to beat him in a two-lap motorboat race while collecting 10 coins, you'll snare his second Golden Banana.

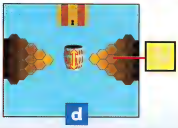
4 That Sunken Feeling

Rock out on the Bongo Blast Pad near Funky's Store to open a door on the large sunken ship in the big pool. Swim into it to find some aquatic chambers that hold, among other things, a Bonus Game that'll earn you another Golden Banana.



Blueprint Warp

Getting this Blueprint is complicated. First you must open the area with Lanky by turning into Enguarde and jumping through the DK Star three times. Then you have to use Diddy to activate the Bananaporter for Donkey.



GLOOMY GALLEON

The inlets of Gloomy Galleon are festooned with caches of booty, and Diddy will have to go to the highest aeries and the deepest troughs to get his share. Not only that, but he'll also have to volunteer to get swallowed by a giant mechanical fish.

CHECKLIST

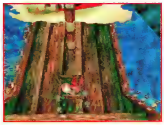
- Board the ship and ascend the lighthouse
- Find and return Snide's Blueprint
- Enter the fish's belly
- Explore the sunken ship
- Spring up the treasure stacks

Open Up!

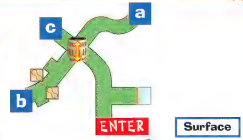
Before you do anything, be sure to use Diddy's and Donkey's projectile weapons to blast open the doors to both large water areas and have DK turn on the lighthouse. The other Kongs will thank you for it.

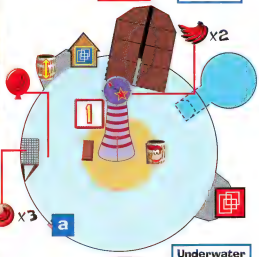
1 All Aboard!

Once Donkey gets the lighthouse back to full operation, a lonely ship will begin circling the beacon's island. Leap off a lighthouse perch or take a Rocketbarrel ride to land Diddy on the deck as the galleon drifts by. If you stomp the Diddy Switch located on the foredeck, a Golden Banana will launch to the top of the lighthouse.



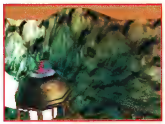
To reach the apex of the lighthouse, merely jump in the Diddy Barrel perched on a high patch of land near the lighthouse's base. Rocket-Boost up to the top for the goody.



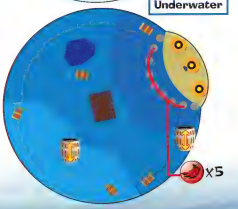


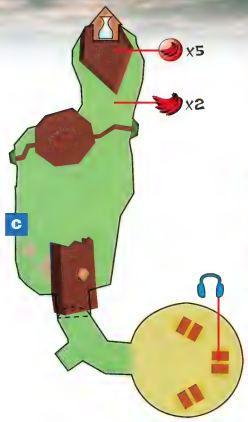
2 Pretend You're Sushi

While you're retrieving the first Golden Banana on top of the lighthouse, you'll notice a Guitar Pad under your feet. Play a few licks on Diddy's axe to coax a vicious-looking mechanical piranha out of a watery lair in the other big cove. Run over there as fast as you can, dive in, swim up to the fish...and feed yourself down its gullet.



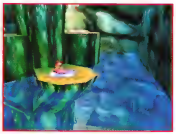
Don't worry—you're alive. Get on the driftwood inside and blast the vents in the mechanized heart three times as the propeller clears them. If you close them all in time, you'll be golden.



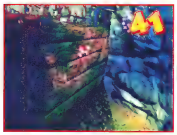


3 Avast Ye, Diddy!

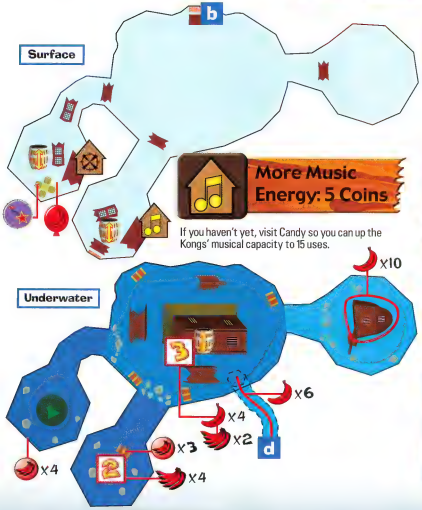
For Diddy to gain entrance to his own private door in the main sunken ship, you'll first have to lower the water level by swimming into the switch below the lighthouse. Once that's done, head to the far cove near Funky's Store and throw a one-monkey party on the Guitar Pad. A new gate meant only for Diddy will rise on the hull of the sunken ship.



Once you play your power chords on the Guitar Pad, you'll have only a limited time to reach the ship's entrance. Dive below—swimming is faster than monkey paddling.

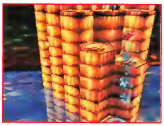


Inside the ship you'll find plenty of bananas and a Bonus Game that requires you to swim for coins to win a Golden Banana. Don't forget to jump out and swing to the last coin.

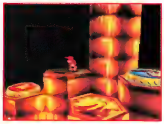


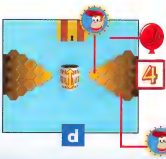
4 Treasure Tower

Lanky is the only Kong who can transform into Enguarde, and if he can leap the swordfish out of the water through the DK Star three times, a gate will open leading to a half-flooded treasure room. You can switch to Diddy here and use the Diddy Pads to spring on his tail up the massive coin stacks. Up top you'll play a sneaky Bonus Game.



Don't forget to activate Bananaporter 4 here, since banana-porting is the only way DK will be able to reach the huge Kasplat holding his piece of Snide's Blueprint.



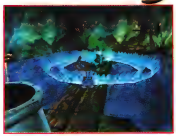


Gloomy Galleon

Lanky's the Kong of choice in Gloomy Galleon, and not just because his long arms make him a speedy swimmer. He's also the only Kong who can transform into Enguarde, a swordfish whose powerful proboscis is the key to many underwater secrets.

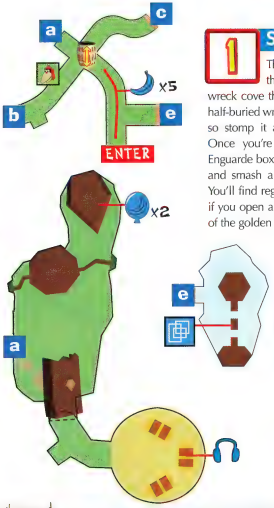
Open Up

In case you haven't done so already, open up the two huge coves by shooting the target doors with Diddy and Donkey. There are also two Pineapple Switches at the beginning of the level that Chunky must shoot—beyond the door you'll find the Kasplat holding Lanky's Blueprint.



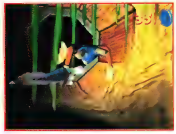
Checklist

- Find and return Snide's Blueprint
- Pound the switch and enter the wreck
- Open the coin room as Enguarde
- Float to the treasure's top
- Explore the sunken ship
- Break open the treasure chests



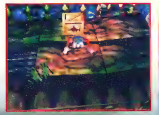
1 Stomp the Switch, Switch into a Fish

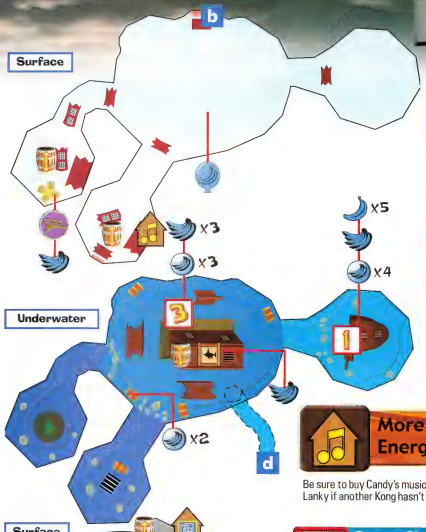
There's a Lanky Switch in the hall outside the shipwreck cove that opens the way into a half-buried wreck by the cove's far wall, so stomp it and swim for the entry. Once you're inside, climb into the Enguarde box to transform into the fish and smash all of the treasure chests. You'll find regular bananas inside, and if you open a porthole, you'll find one of the golden variety, too.



The Pirate's Hoard

Hovering above the surface of the water in the shipwreck cove is a DK Star, but no Kong has the swimming power to leap high enough out of the water to activate it. This is another job for a fish. Transform into Enguarde and leap out of the water and through the star three times to open the way into the pirate's treasure room.

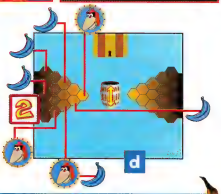




2 Bloat and Float

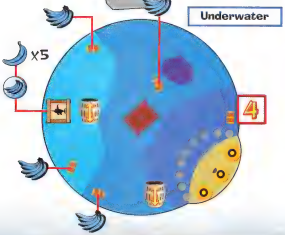
The left-hand stack of giant coins hides a Bonus Barrel in its upper reaches, and Lanky can reach it easily by doing the Baboon Balloon move from one Lanky Pad to the next, collecting bananas all the way. To win the Golden Banana at the top, you'll have to peer through the dark to fire melons at Klaptraps in Searchlight Seek.

Be sure to buy Candy's musical upgrade with Lanky if another Kong hasn't already.



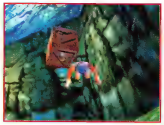
3 Same Ship, Different Kong

You're probably familiar with this part by now. Head over to the platforms where all the Kongs have musical pads, then play a Trombone Tremor to open Lanky's door on the main shipwreck. Swim into the entry in time to find 15 bananas, a bunch of coins and a Golden Banana tucked comfortably into a watery four-post bed.



4 Another Helping of Fish

Luckily there's also an Enguarde box in the waters beneath the lighthouse, because another of Lanky's Golden Bananas is trapped inside a treasure chest on the sandy bottom. Transform into the swordfish, then break open every treasure chest you see. You'll find plenty of ordinary bananas and one valuable one.

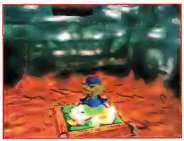


Gloomy Galleon

There are no small jobs—only small Kongs. Actually, it's lucky there's a small Kong, because there are plenty of miniature tasks to do in the waters of Gloomy Galleon. Diving for pearls is a lot more dangerous when the oysters are 20 times your size!

1 Into the Deep

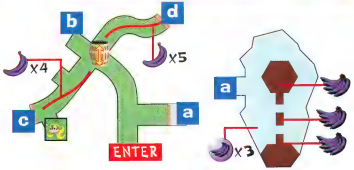
In the main hallway, Tiny and Lanky have switches that open up doors on the same wreck. After cueing Tiny's switch, make a beeline to the sunken craft in the shipwreck cove and explore the flooded passages within. Among other goodies inside the cabins, you'll find a couple bunches of bananas and a Bonus Barrel.



The Bonus Game inside Tiny's area is Kremling Kosh, which involves blasting Kremlings with melons as they pop out of barrels. Hone your reflexes, and remember to reload.

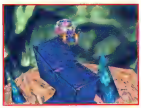
Checklist

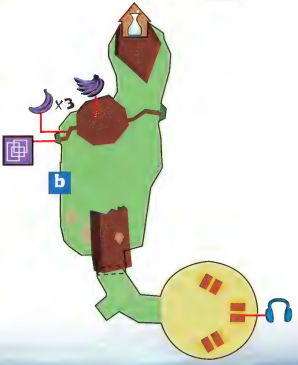
- Find and return Snide's Blueprint
- Pound the switch and enter the wreck
- Shrink and enter the vent
- Explore the sunken ship
- Retrieve the mermaid's pearls



2 Miniature Plumber

The right-hand inlet of the shipwreck cove hides another mystery of the deep. Tiny can dive into the Tiny Barrel on top of the machinery and shrink to a size small enough to enter the outflow pipe. Once she's inside, you'll get a chance to win a Golden Banana by beating a flyswatting Bonus Game. Aim low—the top part of the swatter does the damage.



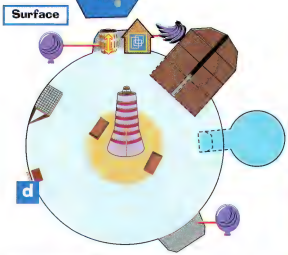


3 Deeper into the Ship

Like the other Kongs, Tiny has a personal compartment on the biggest shipwreck that only she can enter. Play a sweet solo Saxophone Slam on her pad near Funky's Store, then swim to the entrance. Once inside, be sure to snap a picture of the Banana Fairy before grabbing the Golden Banana. Watch out for the superaggressive starfish.

More Music Energy: 5 Coins

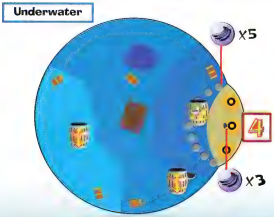
The wee Kong can buy the musical upgrade from Candy if no one else has the cash.

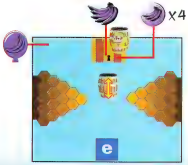


4 The Mother of All Pearls

Deep below the lighthouse island is another Tiny Barrel that will shrink Tiny and allow her access to a mermaid's home. The mermaid's pearls have been stolen, and they're hidden with the rest of the pillaged loot in the treasure room. Swim between the golden coin stacks and shrink down, then enter the treasure chest through the keyhole.

Swim into each of the five oysters' mouths and grab the pearls, being careful to avoid their chompers. Once you have them all, give them back to the mermaid for your prize.



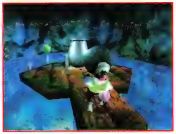


Gloomy Galleon

With all the flotsam and jetsam scattered around the cove, it's no surprise that there are a few tasks for a burly monkey named Chunky. He'll have to punch his way into treasure chests and toss around cannonballs before he's through.

1 Man the Cannon

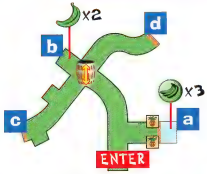
An immediate right at the entrance brings Chunky to a Pineapple Switch. You know what to do—blast it open. To reach the platforms beyond you'll have to raise the water level by hitting the underwater switch in the lighthouse cove. Once you're on top, knock out the big Kasplat, pick up the huge cannonball and tote it over to the cannon.



Once the ball's in the cannon, you must shoot three wall targets in a short amount of time to win a Golden Banana. Aim high on the last one to account for the long distance.

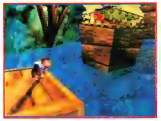
Checklist

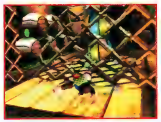
- Blast the targets
- Enter the ship's hold
- Smash open the chests
- Explore the sunken ship
- Find and return Snide's Blueprint

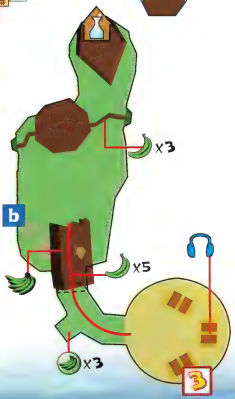


2 Climb Aboard, Ye Scurvy Monkey!

Just getting Chunky on the ship requires a bit of legwork. You must use DK to turn the lighthouse on, at which point an empty ship will begin floating around the small cove. Smash through the trapdoor on the deck and keep smashing once you're inside. If you knock down the mesh fence and then break open the colorful barrels by Primate-Punching your own image, you'll get a Golden Banana. And then you'll get seasick.





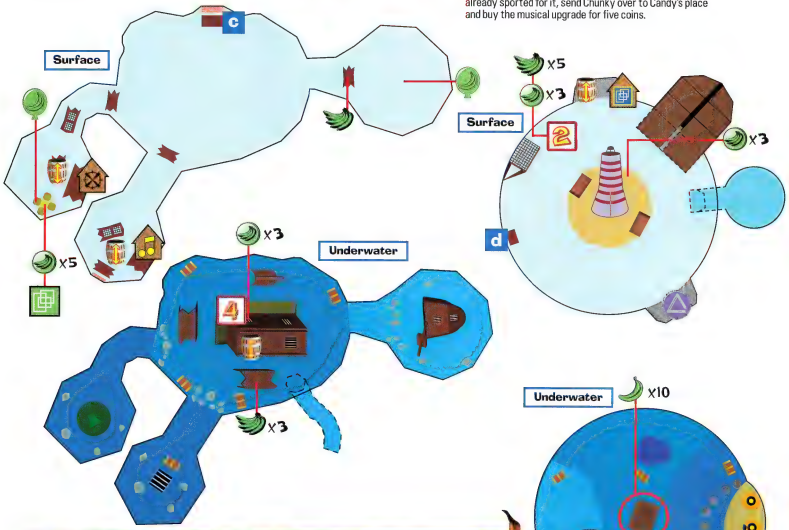


3 Who Needs Keys?

If you bypass the two main cove areas and follow the central sandy path through a hollowed-out galleon hull to an out-of-the-way corner of the level, you'll see three gigantic treasure chests. Don't bother hunting for any massive keys to unlock them—merely smash each one of them open with huge Primate Punches to find a fairy, a pair of instrument-refilling Headphones and a Golden Banana.

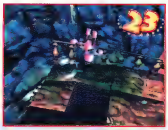
More Music Energy: 5 Coins

Everyone could use a little more music in his or her life. On the off chance that one of the other Kongs hasn't already sported for it, send Chunky over to Candy's place and buy the musical upgrade for five coins.



4 Through the Top Hatch

Every other Kong has had a chance to explore the ancient wreck lying on the bottom of the main cove, and Chunky's not about to be left out. In the lighthouse cove, lower the water level so you can climb onto a Kasplat-occupied ledge and play your Triangle on the pad. It'll open a grate on the top of the familiar shipwreck, which you must then swim to in a limited amount of time.



Inside you'll find some Banana Coins and a Bonus Barrel containing a slot machine game. Anticipate when the bananas come up, then press A just as each rolls into view.

GLOOMY GALLEON

PUFTOSS

x250

Lanky finds himself bobbing in a tiny coconut motorboat in a storm-tossed inlet. He also happens to be sharing the water with an enormous, slightly miffed, fire-breathing puffer fish. You must guide his boat through several DK Stars to raise up five electrical towers that will give Puftoss powerful shocks.

Each round gives you less and less time to hit all five stars, so keep moving.

Dodge the fireballs and flee from or jump over the occasional blue shockwaves.

Every time you raise five towers, you'll give Puftoss a jolt. Keep at it!

FUNGI FOREST

Trouble abounds in this tidy world of toadstools and time shifting. The deceptively peaceful day can turn to eerie night in an instant. Keep an eye out for whatever is rustling through the underbrush—there is much to fear in the darkness.

BLAST OFF FOR A NEW ADVENTURE

K. Lumsy's thunderous pounding has unearthed a cannon barrel on a sandbar that's just off DK Island. It seems to point to a suspicious outcropping on the mountainside. Jump inside for an express trip through the sky to the Fungi Forest. You'll find it inside a humble shack that's worth a look around. You may find something good behind closed doors.

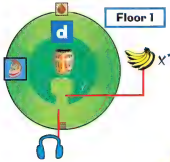
FUNGI FOREST

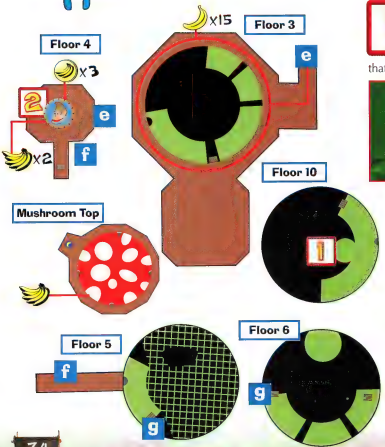
DONKEY KONG

The many doors and switches will give the Tag Barrels a workout in the early stages of this level, then it'll be time to settle into the business at hand with DK. First up on the agenda is a bumpy ride to the top of the giant mushroom tower.

Shifting Shooter Switches

Five different switches, one Tag Barrel—you know what that means. Each Kong gets to step up to the plate with his or her shooter on the first floor of the mushroom tower. After everyone hits the target, you'll be ready to reach new heights.



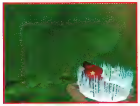


CHECKLIST

- Get the Super Simian Slam from Cranky
- Shoot the switches with all Kongs
- Get to the top of the mushroom
- Go to the Kong Pad and play the Bonus Game
- Find and return Snide's Blueprint
- Get to the Bonus Barrel in the house
- Pull the three levers
- Visit Funky's Store

1 Super Simian Slam Trip

Stop off at Cranky's Lab for the extra boost needed to activate the blue switches. Then you'll be able to stomp the DK Switch that materializes in the Mushroom Tower. You won't have to fight your way up the fungus to get to the top. Instead, turn yourself into a subhuman cannonball.



2 Barrel Blast Bonus Bonanza

Trigger the DK Pad to fly to the blast barrels high above the mushroom caps. If you complete the circuit correctly, you'll arrive at a Bonus Barrel with a familiar task. Some high-speed melon tossing will help the fairies run the gauntlet and net you a Golden Banana

Strong Kong Switch Stomp

You'll have to make the sun set to proceed any further on this level. Go to the clock tower and shoot the moon switch to turn out the lights, then head for the house among the thorny vines. The moon gate will be gone, and a switch requiring supersimian strength will be around back.

Super Simian Slam: 5 Coins

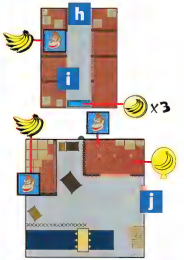
For a small fee, and despite his reservations, Cranky will ratchet up your stomping power for the blue switches.

Homing Ammo: 5 Coins

Stop by Funky's Store for some truly funky ammo. Fast-moving, aerial enemies will develop a deep fear of coconuts.

3 Derailment Derby

The house is actually a small barn, and a downstairs switch inside a "?" box will give you 25 seconds to scramble to the rafters for the Bonus Barrel. Avoid the TNT cars by switching tracks at the junctions. Don't forget to break the other "?" box in the barn to release the Banana Fairy.



4 Don't Be Shocked

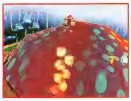
Back at the big barn—which is open during the day—you'll find idle machinery and the three levers to turn it on behind a locked gate. Check the wall for the lever combo when applying the Gorilla Grab, or prepare yourself for a shocking discovery.

FUNGI FOREST

If you haven't fine-tuned your Rocketbarrel skills yet, you may find yourself flying blind through the forest. In fact, Diddy spends most of his time well above ground level—long enough to make friends with another nocturnal flier.

Top o' the Mushroom to Ya

There are lots of methods for making your way up the mushroom tower, but for Diddy there's only one way to the top. Find the small mushroom surrounded by Crystal Coconuts, then bounce up to the Diddy Barrel for a Rocketbarrel Boost.



1 Tame the Teetering Turtles

You'll find a Bonus Barrel hovering above the mother of all mushrooms in the forest. Rocket up into it for a game you should be familiar with by now. Keep the snakes well fed with melons so they'll continue spinning the teetering turtles on their tails.

Checklist

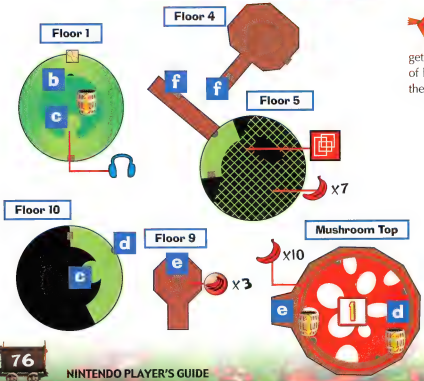
- Get the Super Simian Slam from Cranky
- Fly to the top of the mushroom tower
- Find and return Snide's Blueprint
- Boost off the Diddy Pad into the house
- Stomp the Diddy Switch, turn on winch
- Break the cage with the Guitar
- Race the owl, play the Bonus Game

Super Simian Slam: 5 Coins

In case you haven't already done so, make sure Cranky gives you a potion to power up your switch-stomping abilities.

Battle for the Blueprint

Drop down several levels inside the Mushroom Tower to get to the second tier of netting. Fight the Kasplat and relieve him of his Blueprint piece. You'll have to make sure it's daytime to get the piece to Snide, whose hideout is under lock and key at night.

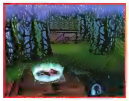


2 Walk the Planks

Under cover of night, Simian-Spring off the Diddy Pad to reach the barn's upper level. Inside, strum a few power chords on the Guitar Pad to make Squawk appear with a handy flashlight. There's a Golden Banana somewhere out there in the darkness. It's up to you to walk the straight and narrow path to the prize—otherwise you'll find yourself back where you started. Remember to snap the fairy's picture before leaving.

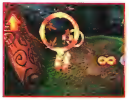
3 Free the Caged Banana

Climb up the pulley cable at the back of the waterwheel house, then slam the Diddy Switch on the roof to gain entrance to the attic. Chimpy-Charge the up arrow switch in the winch control room to start cranking up the cable. Outside, you'll find a Golden Banana suspended in a cage. Take a trip across the moat to the Guitar Pad, then turn your amplifier up to eleven. The Guitar Gazump will shatter the cage, so you can grab the golden booty.



4 Play the Hooter's Hoops Game

After Lanky opens the way in, you'll find a Guitar Pad out among the falling leaves of the big tree. Plug in and rock out to wake up the snooty owl who lives up at branch level. He won't have anything to do with you until you strap on your Rocket Barrels. Beat his ring course, then go to the Bonus Barrel.



Homing Ammo: 5 Coins

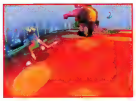
With all the bats flying around at night, you'll want to visit Funky if you haven't already done so. The Homing Ammo should make short work of your airborne enemies.

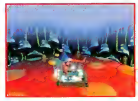
FUNGI FOREST

Lanky gets to know his favorite fungus in many different ways on this level. He smashes it, bounces off it and scales it with his hands. The slow-moving ape may have greater difficulty with the more animated forest life, like bats and bunnies.

Scale the Mushroom Mountain

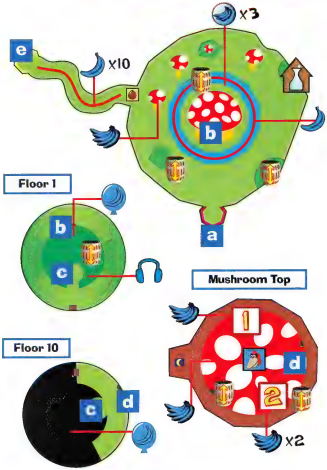
Bananaport to the uppermost walkway around the mushroom tower. The walkway may be the final stop for the rest of the Kongs, but Lanky has a few tricks up his fur. Orangstand to the top and stomp the switch. Two doors on the walkway will open and quickly close. Take note of where they are relative to the switch.





CHECKLIST

- Get the Super Simian Slam from Cranky
- Stomp the switch on the Mushroom Tower
- Stomp five mushrooms, play the Bonus Game
- Bounce off the mushrooms
- Find and return Snide's Blueprint
- Use Baboon Balloon to reach the roof
- Stomp the switch, destroy the bats
- Race the rabbit twice

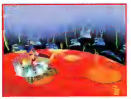


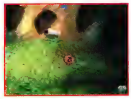
1 Color-Coded Cap Crushing

The Kong family tree hanging on the wall should give you some idea of how to smash the nearby mushrooms. If you get the color sequence correct, you'll take a trip to a brand-new Bonus Game. Hit the Golden Banana playing musical chairs with the Kongs to make the target your reward.

2 Toadstool Trampoline

If you take a look around, you'll see a nice Golden Banana hovering high above your head. It may seem to be beyond your reach, but a couple of particularly springy mushrooms might just get you within grabbing range. Keep bouncing and adjusting your trajectory. You'll get to it eventually.





Homing Ammo: 5 Coins

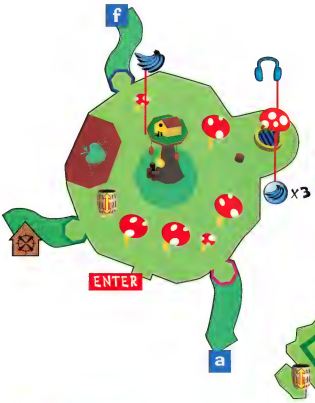
That "smart" ammunition that Funky now has available will come in handy for all your bat and bee problems. Make a trip to Funky's Store for an upgrade right away if you've been dragging your prehensile feet.

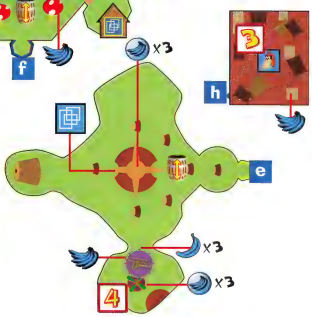
Blueprint Dustup

The Kasplat keeper of the Blueprint is hanging out in the tunnel through the giant tree. He's no tougher than others of his type, but he has some help. The bats in the area are aggressive, and Skeleton Kremlings are trudging around. Just be sure it's daytime when you take the prize back to Snide. The Hideout is locked at night.

Super Simian Slam: 5 Coins

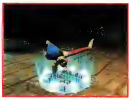
In case you didn't have time to visit Cranky with another member of the Kong family, drop in with Lanky. The Super Simian Slam will allow all the Kongs to slam blue switches.





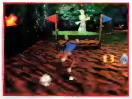
3 Blowgun the Bats

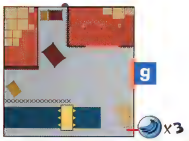
In the darkness of the Barn's attic, you'll find some homing ammo and some film. There's also a blue Lanky Switch that releases a bevy of bats to mow down with your Grape Shooter. The new ammo should make it an easy task. There's a Golden Banana in it for you when you're done.



4 Follow the White Rabbit

Or beat the white rabbit to the finish line. Wake up the slumbering bunny and he'll challenge you to a foot race on a course of his own creation. All you'll get is a few coins the first time you beat him. The second, tougher race has a gold trophy you'll like, but you'll need the OrangSprint to win it.



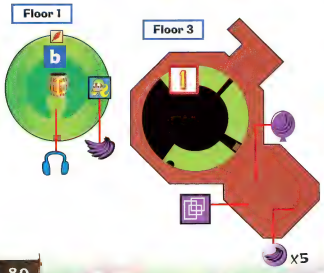


FUNGI FOREST

Tiny should certainly live up to her name on this level. It'll take a wee Kong indeed to squeeze through the cramped after-hours openings to the barn. It'll take a warrior Kong to defeat the optically challenged monster hiding in there.

1 Twirling for Dollars

A Tiny Switch on the first floor of the Mushroom Tower will open up a Bonus Barrel a couple of flights up. Scamper up the ladders and keep moving to your left. You'll find the Barrel out on a ledge. Collect the Banana Bunch Coins in the trees with a combination of vine swinging and Ponytail Twirling.



CHECKLIST

- Get the Super Simian Slam from Cranky
- Stomp the Tiny Switch for a Bonus Barrel
- Find and return Snide's Blueprint
- Ride to the tree stump and destroy the Klaptraps
- Find and plant the magic bean
- Ride to the top of the beanstalk
- Fight the giant spider

Blueprint on Deck

There are plenty of good reasons to go to the outside deck of the Mushroom Tower—the crisp night air, the moldy aroma, the bounty of purple bananas. The best reason, however, is to pound the dickens out of the big reptile thug who's protecting one of Snide's Blueprints.

2 Beans, Bad Guys and a Banana

Squawk has always helped you out when you needed to be carried up to a high altitude. All he asks is that you leave some of your excess baggage in the Tiny Barrel. Put out a call to the winged wonder with your saxophone, then jump into the knothole on top of the tree stump. Orange-bomb the Klaptraps inside for a Golden Banana.

That strange-looking bean sitting on the tree stump must have a use. After you've collected your Golden Banana, pocket the bean and head back to the forest. There should be a good spot to plant it.

Super Simian Slam: 5 Coins

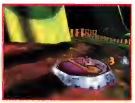
All the Kongs have blue switches to hit in the Fungi Forest. If you haven't gotten the upgrade potion from Cranky yet, what are you waiting for?

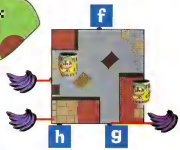
Open Sesa... Pineapple!

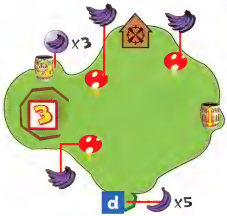
Before you can get much further, you'll need to give Chunky the nod for some help in opening the gates to a vital part of the Forest. All it'll take to get the job done is a couple of strategically placed Pineapples.

3 Up the Beanstalk

Some ground near Funky's Store looks fertile enough for the bean you've been carrying around. If you plant it there, you'll see magic photosynthesis in action. The goofy-looking plant is so grateful to enter the world that he's coughed up a Golden Banana for you. Shrink and hitch another ride with Squawk to grab the goodie.







Homing Ammo: 5 Coins

Funky's got some kickin' new ammo for you at his store. You'll be grateful for the upgrade when you face some angry arachnids down the line.

4 Smite the Spider

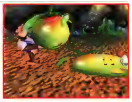
You'll arrive at the spider's web just in time for dinner. Lucky you. He's content to let his smaller minions do the dirty work for him, but he'll take a look around after you clear out each wave of attackers. Whenever he opens his eye, shoot him with a feather.

FUNGI FOREST

Chunky does more heavy lifting than ever before—and what he isn't lifting, he's smashing. His brute strength allows him to go to new places in the Forest and take on foes that seem overwhelming at first glance.

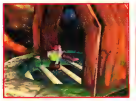
1 Good Deed for a Worm in Need

Few things are as nasty as a giant tomato gone bad. There are four of them terrorizing a helpless worm near Funky's Store. Only a Hunky Chunky can save day by turning the monsters into marinara. Relocating the worm to a less dangerous neighborhood will earn you a golden commission.



2 This Well is Mine

The old well near the clock tower has been shut down, but those bars across the top are no match for a determined ape. The Super Simian Slam is enough to send the Chunkster down the hole to a Bonus Game. Sharpen up your mine cart-steering skills for a return visit to a scary, subterranean roller-coaster ride.



Sprint for the Print

The Kasplat guarding Snide's Blueprint is hiding in a very inconvenient location outside the mushroom tower. Make your way up—or down, if you use the cannon method—to Floor 7, where you'll find a series of vines leading to a nighttime door. Your Blueprint and a brief scuffle await you on a deck outside.

Homing Ammo: 5 Coins

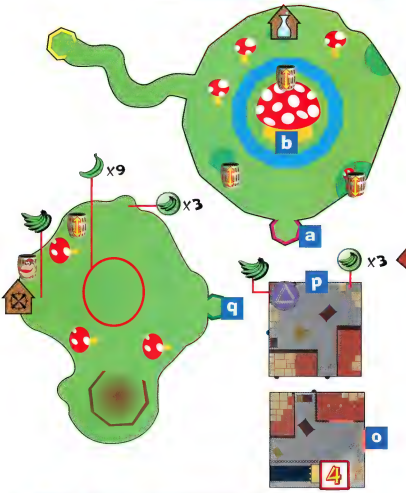
Some of those red Homing Pineapples would sure make Chunky's life easier. Get the upgrade from Funky and blast those bombing bees in the barn.

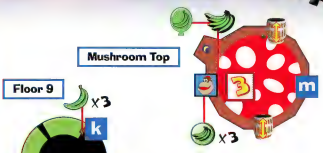
CHECKLIST

- Get the Super Simian Slam from Cranky
- Smash the tomatoes, relocate the apple
- Enter the well, win the mine cart race
- Find and return Snide's Blueprint
- Solve the picture puzzle
- Break the conveyor belt

3 Perfect the Puzzle Panels

You'll need to make a final trip to the top of the Mushroom Tower with Chunky to open the last locked door. A jumbled portrait puzzle hangs on the wall, waiting to be rearranged through pineapple power. There are five choices for a final picture, but Chunky has a preference.



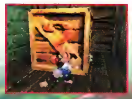


Super Simian Slam: 5 Coins

Chances are, you already took the time to upgrade your Kong posteriors to Super Simian Slam status. If not, lay out five coins for Cranky's potion.

4 Industrial Sabotage

Forget the main entrance—kick in the big barn door and head inside. Bust open the box there and play a little concert on your Triangle Pad to start spinning the spiked spindle in the other room. Then grab the metal keg and exit. Bring the keg to the main room, then set it on the conveyor belt. Follow it up with the other two kegs for the prize.



FUNGI FOREST

DOGADON

x300

This dragon fly loves to pick on little Kongs. It's time to turn the tables on the big bully. He'll put you on the defensive at first by spitting fireballs at you, and you'll have to stay on the move and avoid damage. Give him a taste of TNT, then introduce him to Hunky Chunky—a fighter in the same weight class.

It'll take fast, furry feet to avoid the extended barrage of fireballs.

The full-bodied flavor of TNT should momentarily knock him off his feet.

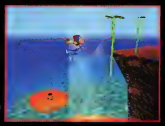
Turn into Hunky Chunky, then enforce the law of the jungle with your Primate Punches.

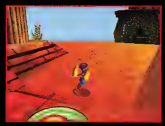
Crystal Caves

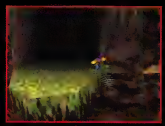
x65

An icy wind blows through the catacombs of DK Island. The caves inside the isle's highlands are encrusted with rimes of ice and jagged ore deposits. There's never a safe spot to spelunk, as K. Rool's crew constantly shakes the stalactites down.

Clean Out DK's Ear







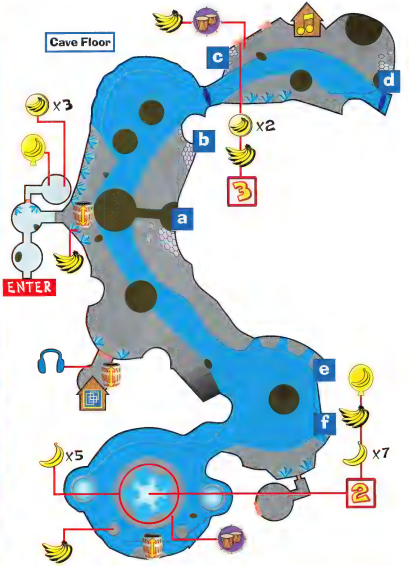
After Chunky hands out a second beat-down to the resilient Dogadon, it's time to head for cooler climes. If you take the Boss Key to K. Lumsy's cage, he'll do his thing until a rock blows out of the ear of the giant noggin that is DK Island. After the explosive Q-Tip action, take Tiny up past the Angry Aztec entrance and Ponytail-Twirl to the Crystal Caves lobby.

Crystal Caves

The temperature gets pretty frosty in the depths of the Dk Isles underground scene—it's a good thing DK is pro-fur. Among other chilly tasks, he'll have to negotiate a jagged ice maze, join a few lodge gatherings and blast to the top of the enormous cavern.

Checklist

- Get the Ammo Belt from Funky
- Get the upgrade from Candy
- Blast to the Bonus Game
- Cue the Music Pads with Diddy
- Negotiate the revolving maze
- Bomb the bees
- Match the Kong faces
- Open Snide's Hideout with Chunky
- Find and return Snide's Blueprint



1 Blast-Off for Bonus

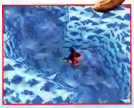
The way to DK's first Golden Banana is fairly straightforward—merely find the DK Pad on the upper walkway near Cranky's Lab and blast into the high reaches of the cavern. You'll ultimately land in a Bonus Barrel, where you'll have to defend yourself against a ceaseless tide of Kremlings to earn a Golden Banana. Shoot as fast as you can (you have unlimited ammo) and smoke them as soon as they regenerate.

Rock the Igloo with Diddy

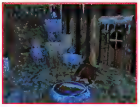
To enter the large igloo at one end of the cavern, you'll have to switch to Diddy and take a Rocketbarrel ride through the DK Star above the ice structure. Once you do, a music pad will appear at each of the five entrances to the igloo. Bring DK back and Bongo Blast your way into your private entrance.

2 Loaded Revolver

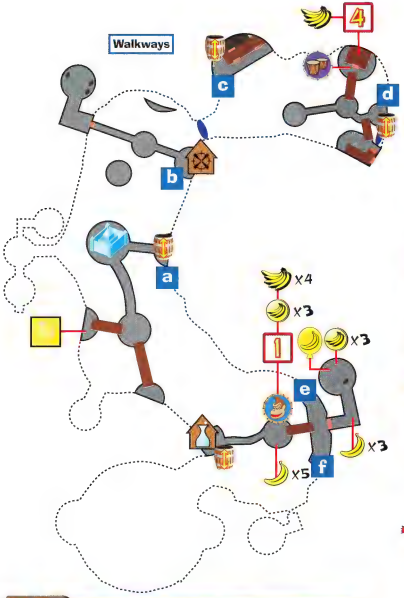
Inside the igloo is a revolving maze with a Golden Banana at the center. The maze edges are formed from jagged ice, and the slightest touch will knock off an entire melon from DK's health meter. Watch out for the two severe corners, and try to cover as much ground as you can as the maze changes direction.



3 A Cozy Nest (of Bees)



You'll see a small cabin near Candy's Shop that looks like the perfect place to spend a romantic snowbound weekend, but unfortunately there's an insect problem. Party hearty on the Bongo Pad to open the front door, then use Homing Coconuts to blow the bees out of the air. You'll receive a Golden Banana as payment for your pest control services.



Cranky's Lab

If you've progressed naturally through the game, then chances are you won't receive anything from Cranky in his Crystal Caverns Lab. Of course, if you didn't stop in to see him on an earlier level, you can enter now and pick up whatever simian skill you previously neglected. Remember, just because one Kong learned a new move doesn't mean that another will learn one in the same level.

Ammo Belt: 7 Coins

If you can part with seven coins, Funky will gladly strap another Ammo Belt to your back. This one will allow you to carry up to 200 Coconuts, and better still, it'll add the same carrying capacity to each of the other Kongs' arsenals. You'll be able to carry plenty of Homing Ammo beyond that number.

Melon and Music Energy: 7 Coins

Make a point of stopping in to say hi to your favorite gorilla groupie, Candy, when you find her shop. Not only will she add life to your instrument by upping its Music Energy to 20 plays, she'll also augment your life supply with a third melon. The upgrade will affect all the other Kongs, too.

4 Rollin' in the Lodge

There's another out-of-the-way lodge on the upper walkways of the cavern, and your Bongos are the only keys you'll need to get in. You'll have to move quickly once you're inside, though. Slamming the gray switches rotates the entire room on its axis, giving you access to three sets of floor pads. Match the Kong faces two-by-two to win a scrumptious Golden Banana.

Once you've finished the minigame and earned your prize, don't forget to take a trip into the Battle Arena. The fight will be long and fierce, but you'll earn another Crown if you manage to prevail.

Knock, Knock, Snide!

DK's Blueprint is on a remote ledge near the ice castle, but it won't do you any good unless you switch to Chunky and smack a hole in the ice wall blocking Snide's Hideout. One Primate Punch will do the trick.

Crystal Caves

Ordinarily it isn't wise to pilot any type of aircraft indoors, but in Diddy's case, it's absolutely imperative. Diddy's Rocketbarrel Boost will help him explore the upper reaches of the caves and collect a couple of out-of-the-way Golden Bananas.

Checklist

- ☐ Get the Ammo Belt from Funky
- ☐ Get the upgrade from Candy
- ☐ Fly through the DK Star
- ☐ Enter the igloo and break the barrels
- ☐ Fly to the Bonus Barrel
- ☐ Enter and clear the lodge
- ☐ Light the candles
- ☐ Find and return Snide's Blueprint

You're a Star!

One of the first things you should do when you enter the level is find the Diddy Barrel and take to the air. There's a DK Star hovering over the main igloo that you must fly though—doing so activates all the Music Pad entrances for the other Kongs. It's a short flight, so you shouldn't get lost.

Cranky's Lab

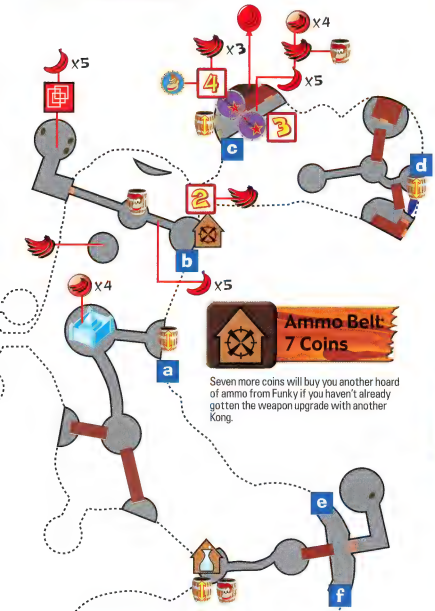
Diddy won't get anything from Cranky on this level unless he skipped an area, but feel free to stop in for some verbal abuse.

1 Bust up the Place

You'll activate a Guitar Pad along with the rest of the pads when you fly through the DK Star, so hop on it and jam. Inside, you'll have to quickly pick up and throw five barrels in the proper order. Figure out where each number is, then start with number one.

Melon and Music Energy: 7 Coins

For seven coins Candy will outfit your instrument with up to 20 uses and throw in an extra melon for free.



Ammo Belt: 7 Coins

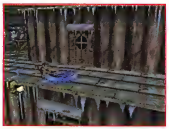
Seven more coins will buy you another hoard of ammo from Funky if you haven't already gotten the weapon upgrade with another Kong.

2 Over the Falls in a Barrel

Right in front of one of the large waterfalls is a Bonus Barrel that Tiny can't quite reach. No matter. Take Diddy on a short Rocketbarrel Boost ride to enter the floating barrel effortlessly. Inside, you'll have to make your way through a maze while defeating a number of enemies. Time is short, so charge up to defeat the bigger baddies.

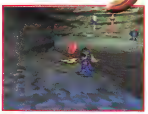
3 Break up the Party

The other Guitar Pad will let you into a room in the lodge that's crawling with Kremlings. You have to wipe all of them out before a timer elapses, so leap into the Diddy Barrel and start hovering with the Z Button while you blast the weaker enemies. Charge yourself up or use oranges to clear the center platform and hurl grenades at the huge baddies in the corners.



Don't Forget Snide

You'll have to do a lot of work to please Snide in Crystal Caves. First you must use Tiny to enter a small passage near the Diddy Barrel—inside she can cue one of the Bananaporter 4 pads. The other pad is perched atop a small stalagmite sticking out of the water. Diddy can rocket onto it and warp into the room to fight for his Blueprint.



4 Shed Some Light

One of the Guitar Pads on the main lodge opens a door that leads to a gloomy room. Defeat all of the enemies, then do a Simian Spring off the Diddy Pad into the Diddy Barrel. Rocket to the tips of all three candles to light them and gain a Golden Banana.

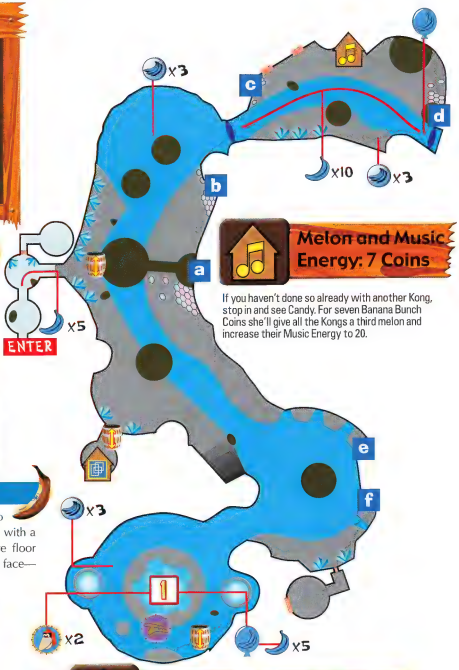
Crystal Caves

Lanky Kong

Lanky's uncanny ability to control his internal gases will serve him especially well in the open spaces of Crystal Caves. He'll float to several secret spots, break a land speed record running on his hands and go on one wild, slip-sliding ride.

Checklist

- Get the Ammo Belt from Funky
- Get the OrangSprint from Cranky
- Get the upgrade from Candy
- Enter the igloo and float
- Play the switch game in the ice castle
- Win the ice castle slide race
- Sprint inside the lodge
- Find and return Snide's Blueprint



1 Inside the Igloo

After you fly through the DK Star with Diddy and cue the Music Pads to appear, jam on the Trombone Pad and head in. Defeat the enemies to make a Lanky Pad appear, then keep floating up for the Golden Banana.

Melon and Music Energy: 7 Coins

If you haven't done so already with another Kong, stop in and see Candy. For seven Banana Bunch Coins she'll give all the Kongs a third melon and increase their Music Energy to 20.

2 Ice Castle Caper

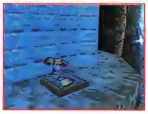
Slam the Lanky Switch outside the ice castle to enter. Inside is an extremely bored ice creature with a board game. To win his prize, you must turn over more floor switches than he does. Go for only slates with K. Rool's face—don't waste your time on the question marks.

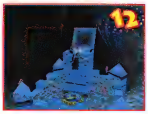
OrangSprint: 7 Coins

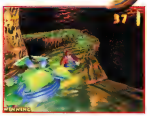
For seven coins you can learn the OrangSprint. It will let you jump into Lanky Barrels and use Crystal Coconuts to cruise.

3 Slip and Slide

Stomp the switch behind the ice castle to open a hole up top. Use the Lanky Pads to float into the aperture, then get ready to race. The bug that Tiny bested back in Angry Aztec is back for more, and this time Lanky will have to contend with lava chasms and slippery ice patches. You'll need the OrangSprint for the flat areas.





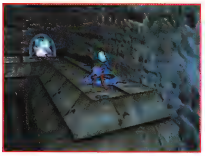


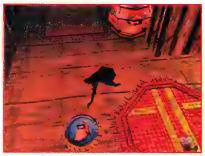
Ammo Belt: 7 Coins

Perhaps you've already taken care of it with another Kong, but if not, let Lanky treat everyone to a 200-round Ammo Belt for seven coins.

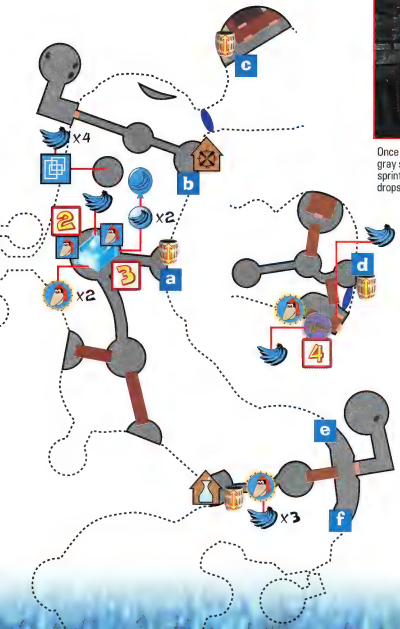
4 Exercise After Bloating

Float to the roof of the small chalet near the Tag Barrel, where you'll find a Trombone Pad. Give the pad a 'bone to open the door to the hut. The confined space inside presents a simple puzzle. First, step on the Lanky Pad and float up to the Lanky Barrel. Provided you have a few Crystal Coconuts, you'll drop down in an OrangSprint.



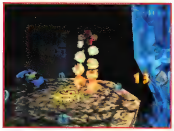


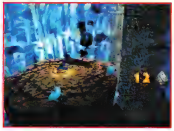
Once you're running top speed, step on the gray switch. You'll have plenty of time to sprint over to the Golden Banana before it drops back through the trapdoor.



Diddy Helps Out

There's no way to get Lanky's Blueprint without Diddy's help. The little chimp must rocket up to a lone butte near the ice castle and activate Bananaporter 5 so that Lanky can warp up and pound on the Kasplat for the precious schematic. He'll also grab lots of bananas while he's there.





Crystal Caves

Tiny Kong

Tiny will have the usual assortment of miniature crevices to clamber into, but Crystal Caves presents a new problem: several impenetrable igloos with tantalizing rewards barely visible within. It looks like the little Kong needs some new skills.

Checklist

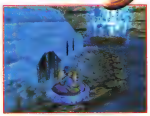
- Get the Monkeyport from Cranky
- Get the Ammo Belt from Funky
- Get the upgrade from Candy
- Shrink to find the Bonus Barrel
- Beat the main igloo minigame
- Shrink and Monkeyport into the igloo
- Walk the platforms in the lodge
- Find and return Snide's Blueprint
- Stop the stalactite barrage

1 Take a Tiny Trip

One of the ledges surrounding the lower pools has a small hole in it, and luckily there's a Tiny Barrel right next to it. Shrink down and head through the gap to find a bunch of bananas and a Bonus Barrel. You'll recognize the banana-blasting minigame, but you'll have to have faster reactions this time if you want to hit your targets.

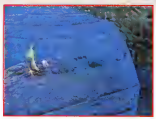
2 The Igloo That Binds

Every Kong goes into this igloo at one time or another—now it's Tiny's turn. Give a toot on the Saxophone Pad to enter, then clear out the big baddie inside before he turns you into a monkey pancake. Stomp on the center switch, then do the same three times to the switch that starts circling the room to earn a luscious Golden Banana.



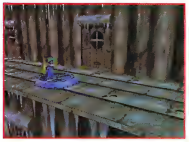
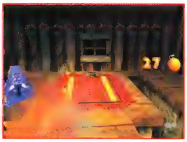
3 Defy Many Physical Laws

Another tiny niche in the wall presents a little more of a challenge. Tiny must leap into a Tiny Barrel on a ledge then use the Ponytail Twirl to cross over a large gap and enter the small hole in the wall. Once she's inside, she can pick up three coins and step on the Tiny Pad to Monkeyport into a far-off glass dome for a Golden Banana.



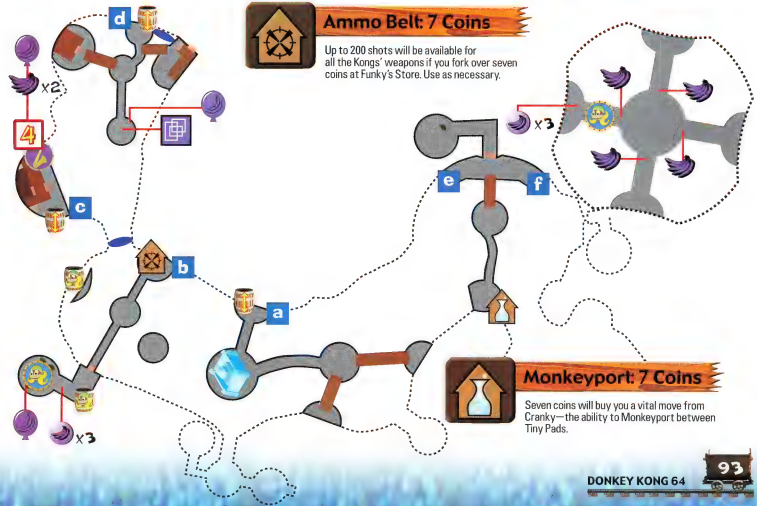
4 Klaptrap Lodge Meeting

Tiny can Saxophone-Slam her way into her own timeshare room in the main lodge. Not only is the room criss-crossed with bottomless gaps, but the only available walkways are occupied by purple, feather-resistant Klaptraps. Take care of the beasts with some oranges, then Ponytail-Twirl your way to the Golden Banana. Stay airborne until you're positive you're going to touch down on a safe spot.

Stop the Stalactites

Tiny is also the only Kong who can stop the stalactite rain from above. Once Chunky has blown up one of the ice domes by moving boulders, a Tiny Pad will appear. Tiny can use it to Monkeyport to the top of the chamber and knock off the club-toting fiend who's shaking down all the geological deposits. You'll probably want to charge up and use a Super Slam before it can take a swing at you.


Ammo Belt: 7 Coins
Up to 200 shots will be available for all the Kongs' weapons if you fork over seven coins at Funky's Store. Use as necessary.
Monkeyport: 7 Coins
Seven coins will buy you a vital move from Cranky—the ability to Monkeyport between Tiny Pads.
a
b
c
d
e
f
x2
x3
x3

Crystal Caves

In Crystal Caves, Chunky will have to use his nimble fingers and delicate skills with needlework to...no actually, he'll have to smash a lot of stuff. He'll also gain a skill he'll always value—the ability to disappear when things get hectic.

Checklist

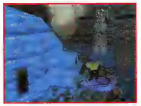
- ☐ Get the Gorilla Gone from Cranky
- ☐ Get the Ammo Belt from Funky
- ☐ Get the upgrade from Candy
- ☐ Break the ice wall and disappear
- ☐ Enter the igloo and protect the rabbit
- ☐ Depress the switch and break the wall
- ☐ Break open the ice dome
- ☐ Turn invisible in the lodge
- ☐ Find and return Snide's Blueprint

1 Smashing, Baby!

Near the entrance you'll see an ice wall that looks less than solid—give it a Primate Punch to break in. Inside you'll see a Cranky Pad. Once you get Gorilla Gone from Cranky, come back here, disappear, and collect the Golden Banana that'll appear.

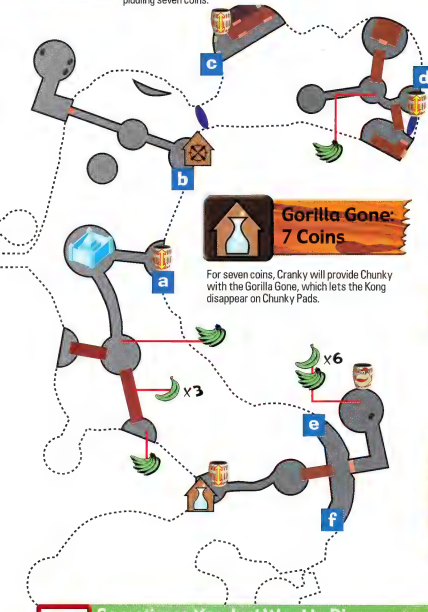
2 Save a Four-Footed Friend

The Triangle Pad outside the main igloo allows Chunky into the chilly home, and there's a heated confrontation waiting for him inside. The rabbit that raced Lanky in Fungi Forest is strapped to a TNT barrel, and flames are closing in from all sides threatening to light the fuse. You must keep beating out the persistent flames until the timer elapses—otherwise it's bye-bye bunny.



Ammo Belt: 7 Coins

Another upgrade you'll probably have gotten with another Kong, the 200-round Ammo Belt costs a piddling seven coins.



Gorilla Gone: 7 Coins

For seven coins, Cranky will provide Chunky with the Gorilla Gone, which lets the Kong disappear on Chunky Pads.

Menial Labor

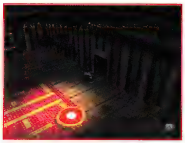
A boulder on a platform near the ice castle looks suspicious. Grab it, tote it across the plank and place it on the nearby switch. This'll cause another switch to start revolving around a nearby room. To find the room, look for the ice wall on the platform near Cranky's Lab and break it down. Inside you'll find some DK coins, a DK Balloon and a large task.

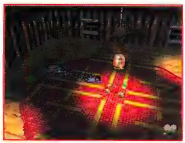
3 Chunky Moving Co.

Enter the small area and take a gander at the gigantic boulder in the center of the room. Even Chunky's not big enough to...oh, hang on. Hop in the Chunky Barrel at the back of the room to transform into Hunky Chunky. As the huge ape, you can place the boulder on the revolving switch, which blasts open an ice dome deeper inside the caves. It'll expose a Golden Banana, and when you get it, a Tiny Pad will appear.

4 Sometimes You Just Want to Disappear

Chunky can get into the main lodge, too—all you need to do is hop on the Triangle Pad and let loose with a Triangle Trample sonata. Inside, you must avoid the moving lights and find the bull's-eyes on the floor. Give a Simian Slam to each of them to make a Chunky Pad appear. Do what comes naturally. Step on the Pad, press Z to turn invisible, and lo and behold! A Bonus Barrel will become visible to Chunky's heightened sensibilities. Jump in to play the familiar minigame, Searchlight Seek, and win a Golden Banana.





Crystal Caves

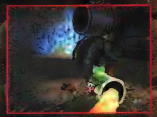
Army Dillo

x350

The armored fiend is back, and he's been tricked-out by a band of demented Krem-mechanics. He'll use different tactics this time, sending out ground shock waves and filling the air with fireballs. Hang near the TNT barrel so you can plug him when he shows his face—underneath that shell, he's still vulnerable.

Leap high in the air to avoid the multiple shock waves when he slams the floor.

When he fires into the air, keep moving laterally to avoid the fireball rain.



Move in extremely tight circles to shake the homing missile from your tail.

Creepy Castle

x80

The Kongs are one step away from K. Rool's lair, but before they can challenge the tyrant, they'll have to explore a spooky stone structure high atop the warship. Beware—a storm rages in the dark skies above and evil prowls the castle walls.

High-Octane Ride to the Heights

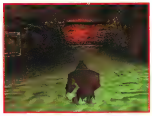
Once DK's sent Army Dillo packing for the last time in Crystal Caves, return once again to K. Lumsy's prison and open yet another lock with the Boss Key. The big lug's happy dancing will have turned a boulder on a nearby islet into powder, exposing a large cannon. Hop in and hold onto your hide for an express ride to the haunted apex of K. Rool's great warship.

CREEPY CASTLE

A trail of yellow bananas leads from the very beginning of Creepy Castle, so you may want to start exploring with good old DK. He'll have to watch his step on the narrow paths—the slightest misstep could mean a tumble down a bottomless gulf.

Knock on Wood

There's a gnarled old tree close to the entrance that you'll want to look at closely. Outside the barred entrance in its trunk is a DK Pad, so hop on and blast into the night. Negotiate the barrel gauntlet to open the gate—inside is a Kasplat with the Blueprint.

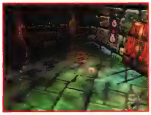


1 Target Trigger

There's more than just a Blueprint inside the old tree. Once you get the Sniper Scope from Funky, swim through the tunnel and climb onto the driftwood. Using your zoom ability, hit the targets and raise the water level to the Golden Banana.

2 Ride the Haunted Rails

Inside the lower catacombs of the castle is a door that Diddy, Chunky and DK can open. Each takes his own path—at the end of DK's is a room with three levers. Pull them in the pattern shown on the wall to open the entrance to an abandoned mine. You'll have to ride the rails to the end and back while collecting 25 coins to win the prize.

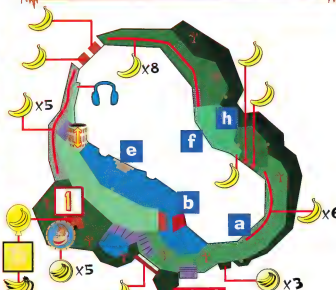


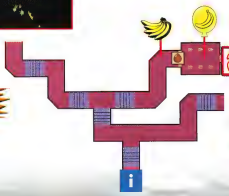
Sniper Scope: 9 Coins

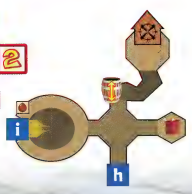
For nine coins, Funky will hook up all of the Kongs with a vital weapon upgrade—the ability to zoom in with a Sniper Scope.

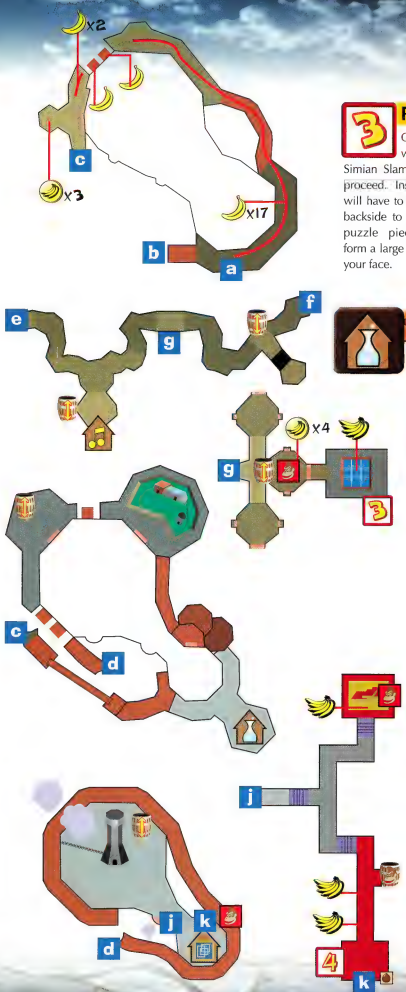
CHECKLIST

- Get the Sniper Scope from Funky
- Get the upgrade from Candy
- Get Cranky's Super Duper Simian Slam
- Open the tree and get the Blueprint
- Shoot the targets
- Pull the levers for a mine cart ride
- Put together the face puzzle
- Explore the library









3 Put on a Happy Face

One of the castle's inner passages terminates in a barred gate with a red DK Switch in front of it. Once you've bought the Super Duper Simian Slam from everyone's favorite sourpuss, Cranky, whack the switch and proceed. Inside you will have to use your backside to flip over puzzle pieces and form a large image of your face.

Super Duper Simian Slam: 7 Coins

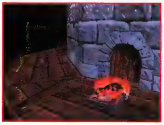
This'll be your last visit to Cranky's Lab. For seven coins, he'll give the Kongs the ability to slam red switches.

Music Energy: 9 Coins

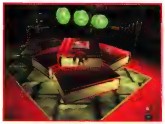
One last trip to Candy's Shop will win you a pricey parting gift—a musical capacity upgrade to 25 uses.

4 Check Out Some Books

Time is a little too short to relax with a good book, but that's okay—the literary works in this library are too lively to catch, let alone read. To enter the book depository, stomp the red DK Switch on the castle's edge, then run and jump onto the hovering cloud you saw earlier. Enter the library and work your way through by slamming another switch then turn into Strong Kong to negotiate a flapping storm of ghost novels.



Don't worry—the dense cloud by the library door is strong enough to carry all 800 pounds of DK's weight. Hop on and hop in.



Inside, you must first fight for the red switch atop a stack of giant books and slam it. Walk invincibly to the Golden Banana.

Creepy Castle

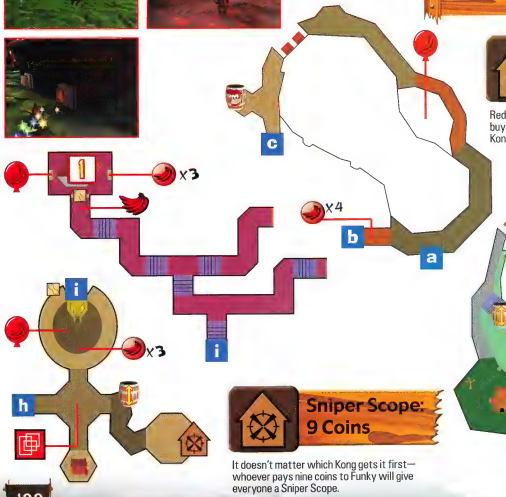
Diddy isn't exactly thrilled to have to explore some of the gloomiest parts of the castle by himself, but he's never been one to shirk his duties. Besides disturbing the dead, he'll also have to do some high-speed flybys around the castle.

1 Go Graverobbing

Deep inside the catacombs is a large coffin that could house only the corpse of some huge Kremling. No one in his or her right mind would open it. Chimpy-Charge the numbers in the order 1-2-3-4 to spring the lid on the huge coffin, then jump back as the denizen within lurches out! It turns out, it's nothing scarier than a Golden Banana. Hit a switch out of order to make a balloon and some coins appear.

Checklist

- Get the Sniper Scope from Funky
- Get the upgrade from Candy
- Get Cranky's Super Duper Simian Slam
- Open the coffin
- Find and return Snide's Blueprint
- Swing across the chains
- Light up the ballroom
- Fly to the tower's top



Super Duper Simian Slam: 7 Coins

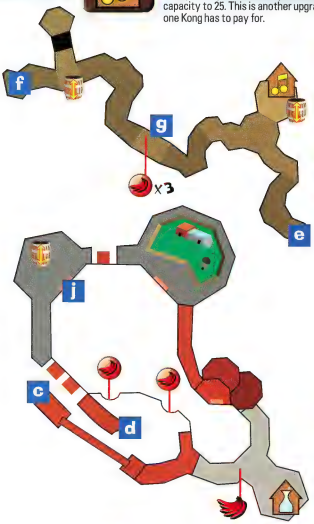
Red Switches will no longer pose a problem once Diddy buys this potion. The new talent will spread to all the other Kongs, too.

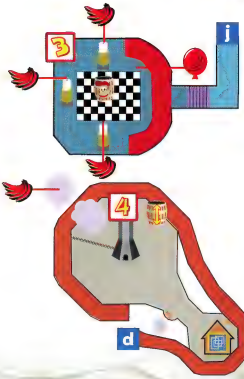
Sniper Scope: 9 Coins

It doesn't matter which Kong gets it first—whoever pays nine coins to Funky will give everyone a Sniper Scope.

Music Energy: 9 Coins

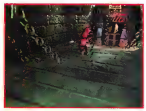
Candy's last present is to up the Kongs' musical capacity to 25. This is another upgrade that only one Kong has to pay for.





2 Snipe and Swing

Beyond a red Diddy Switch in the catacombs is a perplexing problem—a Golden Banana that disappears into the wall whenever you approach. Using your Sniper Scope, shoot the Peanut Switch above the throne to make chains descend, then swing across them without touching down to claim your prize.



3 Brighten up the Ballroom

Slam open the entry to the ballroom with your newly acquired Super Duper Simian Slam. You'll see some giant candles, and it's up to you to light them. Find the Diddy Barrel by destroying all the enemies and then rocket around the room until your afterburners ignite all the giant wicks. A Bonus Barrel will appear, and if you beat the minigame, you'll win another Golden Banana.

4 To the Top of the Keep

You can jump in a Diddy Barrel on the lower walkways of the castle and fly around collecting coins and bananas, but your true goal is at the very top of the castle. Another Bonus Barrel awaits you atop the keep with the familiar fly-swatting minigame within. Flatten the bugs for the reward.

Creepy Castle

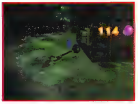
Lanky's floating and fleeing abilities have served him well thus far, and he'll have to go even faster on the ground and farther up in the air to track down his share of DK's golden hoard in the dank expanses of Creepy Castle.

Checklist

- Get the Sniper Scope from Funky
- Get the upgrade from Candy
- Get Cranky's Super Duper Simian Slam
- Sprint to the vine room
- Float over the slime
- Navigate the garden maze
- Find and return Snide's Blueprint
- Float up the steam vent

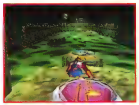
1 Win the Arms Race

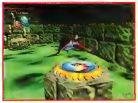
After shooting the Grape Switch to enter one section of the catacombs, shoot another one to open a gate deep within the passages. You'll have to jump into the Lanky Barrel and OrangSprint as fast as you can to reach the gate before it closes. Once you make it, play a Trombone Tremor on the pad and swing across to the Golden Banana.

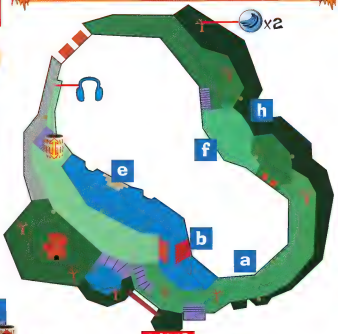


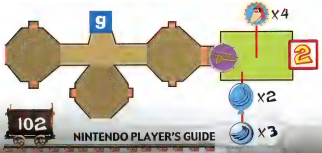
2 Toxic Sludge Float

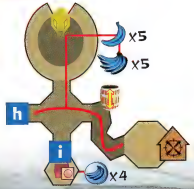
Another section of the castle's seamy underbelly presents an even more dangerous trip over a pool of poisonous green goo. First you must do a Super Duper Simian Slam on a red Lanky Switch to enter the pool room. Do your thang on the Trombone Pad to make Lanky Pads appear across the sludge, then bloat up and float to each one to reach the Bonus Barrel. After that, you're a Kremling Kosh away from gold.





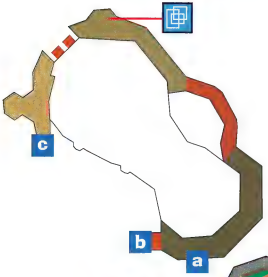


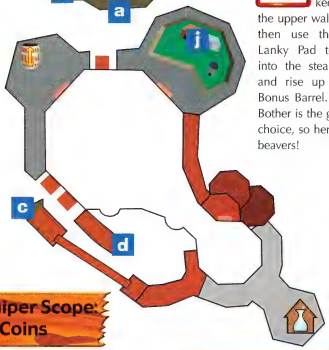




Music Energy: 9 Coins

You'll want as much musical capacity as possible, so make sure that one of the Kongs makes the trip to Candy's shop for the upgrade.





Sniper Scope: 9 Coins

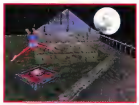
If one of the other Kongs hasn't done the job already, be sure to scamper over to Funky's Store and pick up the all-Kong Sniper Scope for nine coins.

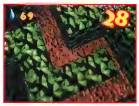
Super Duper Simian Slam: 7 Coins

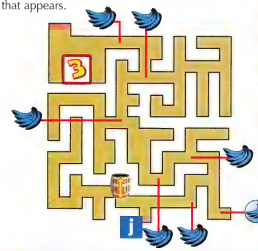
You'll need the Super Duper Simian Slam to pound all the red Lanky Switches in the level, so use one of the Kongs to buy it from Cranky.

3 Topiary Animal

As you make your way up the castle walls, keep an eye out for a red Lanky Switch that opens the way into the topiary. You'll have only a limited amount of time inside to negotiate the garden maze and find the Golden Banana, so jump into the Lanky Barrel and sprint to the finish. Don't forget to hit the Battle Arena that appears.

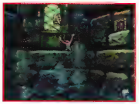






4 Take a Steam Bath

Once you've slammed the red Lanky Switch to enter the keep on the very top of the castle, head inside and take a peek at the upper walls with your Sniper Scope. Blast the Grape Switches up there, then use the new Lanky Pad to float into the steam vent and rise up to the Bonus Barrel. Beaver Bother is the game of choice, so herd those beavers!



CREEPY CASTLE

Tiny will finally round out all of her abilities in Creepy Castle, and she'll need every one of the skills she's picked up to find her five Golden Bananas. She'll get to miniaturize, Monkeyport, Ponytail-Twirl and rematch an old opponent for gold.

CHECKLIST

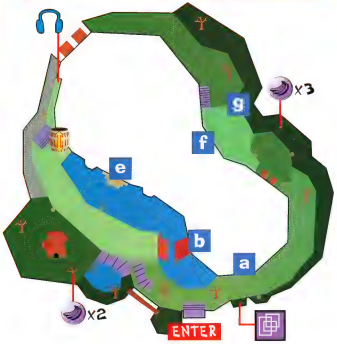
- Get the Sniper Scope from Funky
- Get the upgrade from Candy
- Get Cranky's Super Duper Simian Slam
- Twirl across the hands
- Find and return Snide's Blueprint
- Twirl across the gulf
- Shrink and exterminate the flies
- Monkeyport to the mini-car race

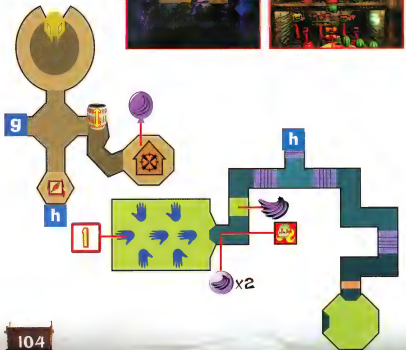
1 Give Yourself a Hand

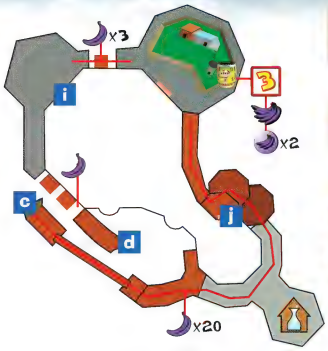
Tiny's first chore beneath the castle is a gruesome one. Slamming the Tiny Switch by the bank of a poison pool will cause enormous dead hands to rise and fall periodically in the noxious liquid. Time your jumps well and Ponytail-Twirl precisely from one to another to reach the Golden Banana. If you slip up and fall in, you're done for.

2 Long Jump

The little Kong's other underground task is less complex. All you have to do is Ponytail-Twirl across a bottomless chasm near the Tag Barrel and jump into the Bonus Barrel. If you beat the Teetering Turtle Trouble minigame, you'll add another precious Golden Banana to your inventory.







Super Duper Simian Slam: 7 Coins

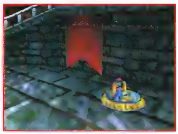
Every Kong needs it—only one needs to purchase it. If you haven't picked up this posterior-strengthening potion with one of Tiny's cousins, do so now and give the other Kongs an added advantage.

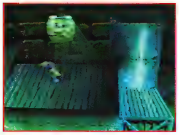
3 Don't Get Swatted

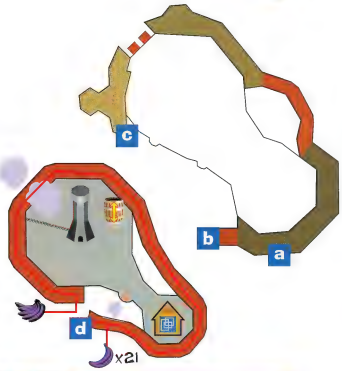
A miniature silo waits on the spiral walkway of the outer castle, and Tiny will have to shrink down and bounce off a mushroom to drop into the hole in the ceiling. Inside, she'll have a fly's-eye view of the lifelong battle between ape and insect. Use Homing Ammo to swat all the flies.

4 Time for a Miniematch

Have Diddy open the door to the ballroom, then quickly jump into the Tag Barrel so you can take Tiny inside. Monkeyport off the pad on the dance floor to appear by a small structure. You can shrink down in the Tiny Barrel on the roof then enter the building for a rematch with the slot car in Frantic Factory.





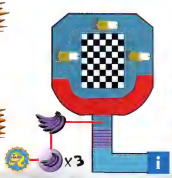


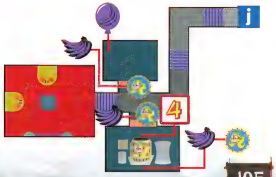
Music Energy: 9 Coins

Candy has one more musical augmentation for the Kong family, so stop in and lay out a few coins for the upgrade. If another Kong already bought it, don't bother.

Sniper Scope: 9 Coins

Not that she'd ever lower herself to such a level, but Tiny could do some serious Kremling-peeping with these weapon binoculars. Buy 'em if you need 'em.



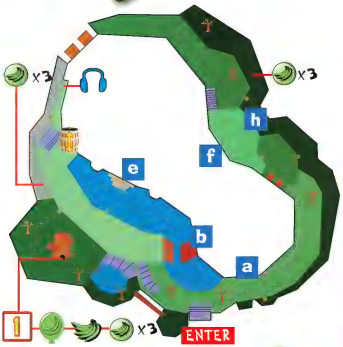


Creepy Castle

More back-straining tasks await the bulkiest Kong of all in Creepy Castle's eerie corridors. The other Kongs have learned by now that if you need something heavy moved, altered or utterly annihilated, Chunky's the only ape with the biceps to do the job.

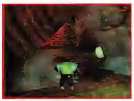
Checklist

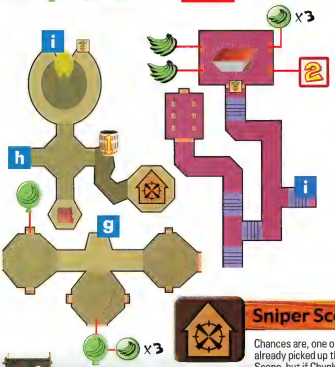
- Get the Sniper Scope from Funky
- Get the upgrade from Candy
- Get Cranky's Super Duper Simian Slam
- Enter the tree
- Destroy the coffins
- Find and return Snide's Blueprint
- Rearrange the museum
- Disappear and destroy the bats



1 Beaver-Infested Tree

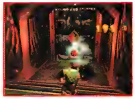
Once DK opens the gate to the old tree near the entrance, Chunky can crawl inside and smash through some deadwood. Snipe the Pineapple Switch to find a Bonus Barrel. You'll have to play Beaver Bother again, so let's hope you haven't forgotten how. Bark constantly, jump over the beavers to get between them and the wall, and be careful not to fall carelessly into the hole.





2 Bad Graveyard Behavior

Chunky can gain access to an underground crypt by blasting a Pineapple Switch, and once he's inside, do what any lunatic would do—break open all the coffins for fun. Inside one of them is a Searchlight Seek game with a Golden Banana prize. Incidentally, don't slam the huge coffin in the center unless you want to pick a fight.



Sniper Scope: 9 Coins

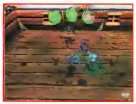
Chances are, one of the other Kongs has already picked up the tab for the Sniper Scope, but if Chunky's the first to find Funky, buy it with the big Kong's dough.

Super Duper Simian Slam: 7 Coins

Cranky's final potion is an absolute necessity for every Kong on the level, so you probably have it by now. If not, you know the routine—fill Cranky's pockets with seven more coins for buns of steel.

3 Phantom Menaces

There's an adjoining gardener's hut by the greenhouse that Chunky can smash his way into, so make with the right hook. Trash the crate inside to expose a Chunky Pad that'll turn you invisible. Once you're on the other side of the spectral plane, the flickering phantom bats will become tangible and you'll be able to wipe them out with a Triangle Trample.



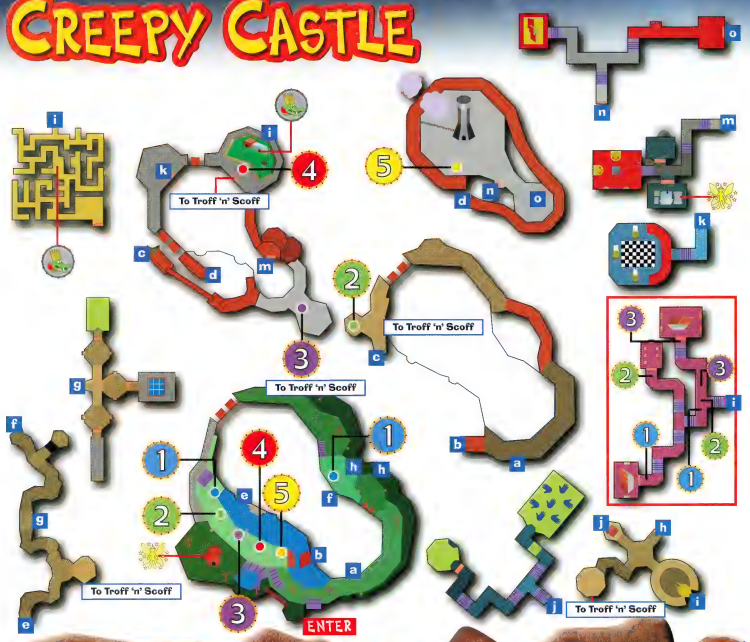
Music Energy: 9 Coins

There's nothing that Chunky likes better than a little heavy metal music... provided the heavy metal in question is his beloved triangle. If you're the first to visit Candy, buy the music capacity upgrade for nine coins.

4 Interior Design

After you slam your way into the museum, don't spend too long gawking at the fine collection of museum pieces—there's work to be done. Give the three shields on the wall Primate Punches so one of the statue heads will open and expose a boulder. Place the boulder on the stone table so you can claim the Golden Banana from the other statue.

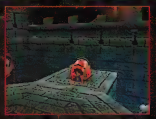
Creepy Castle



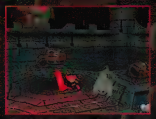
King Kut Out

x400

The Kremlings are running scared now. To try to deter the Kongs, they've assembled a cutout imitation of King K. Rool, complete with projectile weapons. It's up to all the Kongs to blast themselves at the false tyrant by clambering into the proper cannons when the figure pops up behind the castle walls.



If you miss, your Kong will fly over the wall and you'll have to switch to another monkey.



Avoid the incoming fire, then jump into the correct cannon when the time is right.

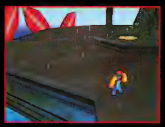
King Kut Out moves in a circle at the end, so you can predict where he'll pop up.

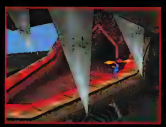
Hideout Helm

x100

Deep within the gullet of his metal juggernaut, K. Rool awaits the persistent family of Kongs. Despite the danger of a malfunction, he orders his crew to fire up the defective war machine. Unless they can root out the King at his command center, the Kongs are living on borrowed time.

Into the Throat of Evil





As the seventh Boss Key turns in the lock on K. Lumsy's cage, the massive jaw of K. Rool's Kremling craft creaks open. Unfortunately, Diddy's Rocketbarrel Boost malfunctions when he approaches the warship, so you'll have to find another way in. Find the Tiny Pad on the ship's base and Monkeyport to the top. From there, you can hop into the entrance.

Hideout Helm

A doomsday timer starts ticking down the second you set foot in Hideout Helm, so every Kong had better come prepared. One thing that will help immeasurably is Snide's Blueprint—the more pieces you've collected, the more time Snide will give you to navigate the level and turn off the machine.

Bring Four Battle Crowns

The door to the control room of K. Rool's ship is locked, and the only way to open it is with four Battle Crowns taken from the Battle Arenas in each level. It would be a shame to fight your way through the whole level just to be stymied within spitting distance of the King, so don't come empty handed.

Checklist

- Assemble all necessary items
- Climb the hill with Lanky
- Blast the Pineapple Switch with Chunky
- Shrink Tiny to enter the machine room
- Pull the lever with DK
- Rocket Diddy through the DK Stars
- Punch the gates with Chunky

Priceless Coins from the Retro Arcade

Even if you reach the control room, you can't get the final Boss Key if you haven't found the Nintendo Coin and the Rareware Coin during your travels. You can win the Nintendo Coin by beating the Donkey Kong arcade game in Frantic Factory a second time. Winning the Rareware Coin is a little bit more complicated. First, you must earn 15 Banana Medals, each by collecting at least 75 bananas in a level with the same Kong. Once you have 15 medals, go to Cranky's Lab to play Jetpac, another retro game. At 5,000 points, you'll get a chance to grab the Rareware Coin.

Handle the Hill

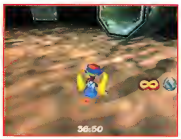
The first obstacle you'll run into is a steep incline around a bend in the corridor. Luckily there's a Tag Barrel right there—hop in, bring out Lanky and do an Orangstand by holding Z and pressing the B Button. Once you're balanced on Lanky's supple wrists, you'll climb up the hills in seconds.

Ready, Aim, Pineapple!

Hang a left as soon as you crest the second hill and find the Tag Barrel in an alcove of the large room. Leap in and bring out the biggest Kong you can find. Continue around the room with Chunky until you see the Pineapple Switch, then use your Pineapple Launcher to open the door. On the other side you'll have to swing on several vines over the lava. Move, you giant Kong you!

Into the Pipe

You'll soon come into another large room full of Kremlings. Clear out as many as you need to reach the Tag Barrel nestled in one shadowy corner then bring Tiny into the fray. You'll see a Tiny Barrel across the room, so scamper over there and get small, y'all. Once you're miniaturized, follow the wall back in the direction of the Tag Barrel and jump into the small pipe sticking out of the wall. Make haste through the narrow tube.



Give a Yank

As soon as you emerge into the large machine room, jump into the Tag Barrel on the left and let DK see a little action. Bring him around to the lever on the other side of the huge machine and use the old Gorilla Grab on it. Several DK Stars will appear in the air around the central machine support.

Up, Up and Away

Another timer will start ticking down as soon as DK pulls the lever, so rush back to the Tag Barrel and bring out Diddy. Make a beeline to the Diddy Barrel and take to the air with a Rocketbarrel Boost. You must pilot Diddy through five DK Stars before the timer elapses to open all of the doors around the room's perimeter.

Rush the Gates

The doors are open, but mesh gates still block the power areas inside. No problem at all. It's back into the Tag Barrel with you, this time to bring back Chunky. Take him to each of the four accessible gates and pound them down with a Primate Punch. Once the ways are cleared, go to the Tag Barrel and bring out DK. Head for the Bongo Pad and get ready.

Hideout Helm

The full Kongregation has made it to the machine room, and their combined talents have opened the ways to the main power chambers. Now all that stands between them and K. Rool's control center are individual tests of minigame prowess. They'll have to hurry—the clock's still ticking!

DK's Bonus Games

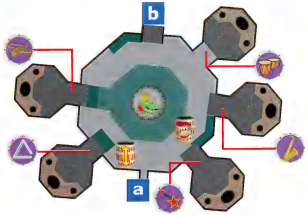
The only Music Pad in sight is a Bongo Pad, so play a beat with DK to enter the chamber. There are two minigames to beat, and you haven't seen either of them before. In the first, you'll turn into Rambi and have to take out enough Kremlings within the time limit without frying yourself on the generators. In the other, you'll have to blast yourself into three targets.

Chunky's Bonus Games

Once you've beaten both of DK's games, that generator will lose power and a Triangle Pad will appear across the room. Use Chunky to enter the new room then play his minigames. Snipe Kremlings in the first one, being sure to lead them a little bit to account for distance. In the other game, just get huge and break crates until you find the hidden Kremling.

Checklist

- Beat both Donkey Kong Bonus Games
- Beat both Chunky Kong Bonus Games
- Beat both Tiny Kong Bonus Games
- Beat both Lanky Kong Bonus Games
- Rocketbarrel up to Diddy's Bonus Games
- Beat both Diddy Kong Bonus Games
- Get the final Boss Key



Tiny's Bonus Games

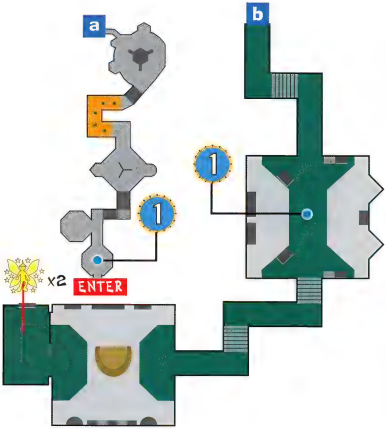
Once Chunky's done, you'll see similar results—after the power outage, a Saxophone Pad will appear on another platform. Switch to Tiny and head in. For her first minigame, you have to bounce off mushrooms and twirl through several DK Stars. The second is much the same, only you have to pound a switch and get all the DK Stars without ever touching the floor.

Lanky's Bonus Games

The purple bolt of power will fade when Tiny finishes, and a Trombone Pad will appear by another chamber. Bring on Lanky. His first game requires him to shoot several fast-moving bees, and it's much easier if you jump up on a crate to do it. For the second, you'll have to do an OrangSprint through a maze, press a gray switch, then find the exit.

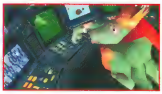
Diddy's Bonus Games

Rocketbarrel-Boost up to the heights to find a Battle Arena and the room with Diddy's Bonus Games. The first one is straightforward. All you have to do is Rocketbarrel-Boost around a room and shoot targets. For the other, you'll have first to knock out the Kremling that hits the switch in the center of the room, then press the switch itself.



K. Rool's Plan K. Rumbles

Once you shut down his war machine, K. Rool will realize that all of his wicked plans are shot. He'll bolt from the fortress in his custom-made Kremling craft, leaving the control room completely abandoned. You'll need four Battle Crowns to enter, so you should have been collecting them along the way.



The Key to It All

Once K. Rool departs, he'll leave behind the final Boss Key. You can stare at it through the window, but if you haven't brought the Nintendo and Rareware Coins with you, you won't be able to go in and get it. When you open the door, don't forget to take a picture of the pair of Banana Fairies.

Hideout Helm

The Kongs have managed to shut down the machine and flush K. Rool from his hideout, but they're not about to let the king get away so easily. The problem is, he's buzzing the island in an impenetrable aircraft that none of them could even reach, let alone sabotage. What's a family of Kongs to do?

Let K. Lumsy Roam Free Again

You've found the final Boss Key, so use it and set K. Lumsy free from his prison. Needless to say, the giant Kremling will be overjoyed. He'll be twice as happy when he steps outside and sees K. Rool's craft flying around. Like a child chasing a butterfly, K. Lumsy will chase K. Rool around the island until, true to his name, he'll trip and knock the craft out of the sky.

The Final Kongfrontation

K. Lumsy might send the tyrant's ship down in flames, but you'd better think again if you think that'll finish off the mad Kremling King. Wander around the island until you find the wreckage near Bananaporter 3 then hop down the hole. Incredibly, you'll land in the middle of a giant boxing arena full of raving Kremling supporters. It's time for the Kongs to lace 'em up and hand out a hurting. Like all boxing matches, it's sure to be fairly judged...

The Kong Family

VS.

King K. Rool

Baboon Blast KO

DK's the first in the ring, and as soon as the King starts slamming the mat you'd better jump onto the turnbuckles. If you wait it out as your opponent sends out shockwaves, barrels will eventually appear over each turnbuckle. When you jump in, you'll start moving up and down as K. Rool bobs and weaves. Look for him to incite the crowd, then blast yourself directly into his chin.

You'll have to jump over shock waves on your way to each turnbuckle barrel, and the King will give you less and less of an opening to hit him each time you board a barrel. Don't let the round end without KO'ing K. Rool.

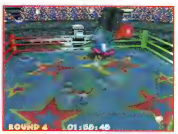
Kill the Lights

K. Rool adopts a new strategy after his stunning knockout in the first. He'll hurl his glove at Diddy, and only well-timed leaps will help the chimp avoid a clobbering. Dodge the gloves until a Diddy Barrel appears, then fly up into the rafters and blast the targets that appear on either side of the light above K. Rool's head. If you hit both, the light will fall directly on him.

You'll have to drop all four lights to KO the King, and he'll get some pretty mean velocity on his gloves as he tries to swat you from the sky. Keep moving in one direction or another—if you hover in one place, he'll hit you.

The Old Banana Peel Schtick

Only the shady officiating of the Kremlings is keeping K. Rool in the fight, but don't gripe. Lanky's up next, and he'll have the added advantage of an opponent who still has a light fixture stuck on his head. First use his long reach to press the buttons way beyond the ropes. If you do, a barrel will rise up, and if you throw it onto the mat, a giant banana peel will appear.



Once the peel's in place, walk to one of the Trombone Pads and wait until the banana peel is between you and the King. At that moment, play the horn. K. Rool will charge in the direction of the noise, slipping on the peel.

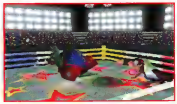
Tiny's Toe Jam

The Kremlings in K. Rool's corner will yank the light fixture off the King's head after Lanky's KO, and the boss will come out hopping mad for Tiny. Keep leaping high in the air and Ponytail-Twirling until the triple shock waves dissipate, then jump into the Tiny Barrel that appears when K. Rool starts massaging his aching rump. Immediately make Tiny tracks for the hole in his shoe.

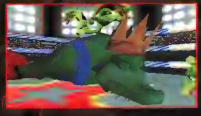
You'll have to shoot his first toe once, his second twice, his third thrice and his fourth four times. The toes move in only two patterns, so watch for the telltale shudders and memorize where to run. When one lifts, open fire.

Ring K. Rool's Bell

Who better to deliver the knockout blow than Chunky, the biggest ape of all? As soon as he sets foot in the ring, the King will turn invisible and start hurling himself against the ropes like a WKF (World Kremling Federation) wrestler. Avoid the shadow then make yourself invisible on the Chunky Pads that appear. You'll be able to see the king and a Chunky Barrel. Jump in and get huge.



You'll automatically appear by the turnbuckle, and the King will charge. Deliver a perfectly timed Primate Punch to send K. Rool reeling. He'll vary his charge speed—if you can gauge it right four times, victory will be yours.



After Chunky's final haymaker, K. Rool will be so completely senseless that not even an army of cheating Kremlings can prolong the fight. Depending on what percentage of the items you've collected in your travels, you'll see different endings, so sit back, crack a coconut and enjoy the show.

More Monkey Business

DK's big adventure full of Golden Bananas and K. Rool's hijinks is just one mode on an even bigger menu of Donkey Kong 64 game options. By playing the adventure, you'll open up extra modes and features, such as the multiplayer games and mystery options. This chapter introduces you to all the extra fun in this barrelful of monkeyshines.

KONG BATTLE

Once you've freed the Kongs from their prisons, they can join in the fun of the multiplayer games. DK 64 supports two multiplayer modes and six variations of game play. Some standard multi-player tactics work for each game, but expect some surprises.

KONGTESTANTS

These Kongs are riled, and they don't play fair, at least not the way they did in the adventure. It's every ape for himself or herself.

DONKEY KONG

DK may have his name on the game and top billing, but he's not guaranteed a win in the Kong Wars. His forward roll move can be an effective attack from a fairly long range. On the down-side, DK is a large target for apes who stick to their guns.

DIDDY KONG

Little Diddy presents a small target to the other players. In fact, he's so small that you won't see him until you're almost on top of him. With this in mind, it's a good idea for Diddy to use the telescopic zoom and attack from a distance.

LANKY KONG

Long-limbed Lanky Kong has a distinct advantage in close- and mid-range encounters with his spin attack. In the Battle Arena, or on platforms in Monkey Smash, that can give you a big advantage. Lanky has some good jump attacks, as well.

TINY KONG

Tiny packs a super slide attack into her repertoire of moves, but that's not her only advantage. Like Diddy, Tiny Kong is so small that other players may have trouble seeing her. In Monkey Smash matches, she can shoot feathers from a safe distance.

CHUNKY KONG

The Chunkster has the strength to pin any of the Kongs, but that isn't his greatest strength in the multiplayer games, because there aren't any big objects to lift. He has a great long-jump and a good spinning attack, but no sliding attack.

KRUSHA

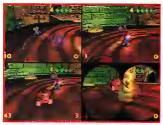
One Kremling can join in the Kongtest if you've managed to capture 15 Fairies on film. When Krusha is available to enter the fray, watch out for his shots above all else. Unlike the Kongs, the Kremling fires orange shots that explode just like grenade oranges. The over-sized lizard also uses a super slide move to attack unwary apes.

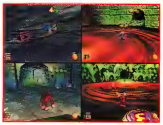
Game Modes

There are many ways to win a Kongtest, and not all of them have to do with Simian Slams or Coconut Shooters.

Survival

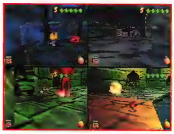
Survival Mode is pretty much what you'd think. No matter which game you're playing, the idea is to be the last ape alive. If you can hide out while your fellow fighters defeat each other, then let them. Use the Homing Ammo and know where the melons are located. You can also stay in the higher elevations of some arenas or stay away from the edge in Battle Arena matches. Before the match, you can select the number of lives each player gets.

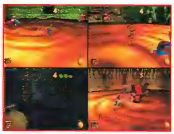




Out of Sight, Out of Mind

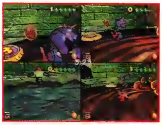
What can't see you can't hurt you. In Monkey Smash Survival matches, play less aggressively and look for places that are out of the way. Know, too, where the items are found—particularly melons. Also, look for players who are hiding by identifying the background of the area in that player's window.

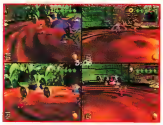




Coin Hoard

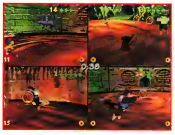
In Coin Hoard matches, the idea is to collect more coins than anyone else. If you're defeated, you'll lose coins. Hold on to your treasure by staying out of the line of fire. On the other hand, you have to be aggressive, at least at first, while you're collecting your stash of coins. If you're not doing well, concentrate on finding and attacking the player who has the most coins. The length of the match is the one variable that the players can set at the start.

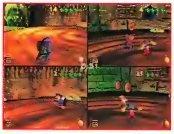




The Pay's the Thing

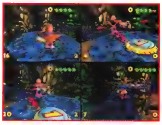
Coins reappear in pretty much the same places throughout the match, so know where those places are located. Ignore the coins that are turning transparent, because they'll soon disappear. In Monkey Smash, get to know the rooms where coins appear. In the Battle Arena, coins usually appear near the center.

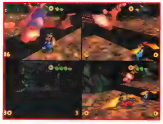




Wins

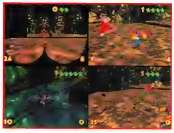
The goal of the Wins Mode match is to defeat a preset number of opponents before anyone else. The goal can be any number from one to five. This mode calls for an aggressive strategy for actively hunting down the other players. It will help to get Homing Ammo early on, and if you use oranges you can do more damage than you can with shots or other types of attacks. In the Battle Arena, you'll want to avoid falling off the edge and instantly losing a life.





Go Ape!

This is your chance to let it all out and blast everything in sight. It doesn't matter if you're defeated, except that it means that an opponent will earn a Win. Look for ways to attack the opponents with the least amount of health, or to inflict damage on two enemies at one time with oranges or slide moves.



Time

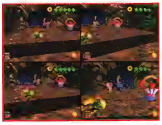
This is another mode that lets aggressive players clean up. Before the match begins, players can choose a time limit between one and five minutes. The winner will have the most victories within that time. The biggest challenge is being able to find opponents quickly. Look at their windows in Monkey Smash matches to see where they are, then go for them. It also helps to know how the Bananaporters work in Arena 1 and Arena 3, and another good rule is to keep your ammo full.

Capture

Capture is a variation of Capture the Flag. Everyone charges after the DK Coin that appears at the center of the arena. The first player there grabs the coin, which then appears semi-transparent over the character's back. Then it's up to the other players to attack the coin-bearer and retrieve the coin. Players can set the timer for as little as one minute or as long as five minutes.

Capture Pad

Capture Pad is the only mode that appears only as a Monkey Smash option. The goal of this game is to grab the DK Coin and take it to one of the gray pads. When you cross the pad while carrying the coin, the pad will light up and you'll get a point. The winning conditions are set before the match begins. Players must capture from one to four pads to win.

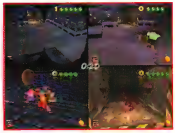


Orange Attack

Lob those orange grenades at enemies and rack up one and a half melons worth of damage for every hit. Shooter hits are worth just one melon. Aiming oranges from a distance can be difficult, but at close range an orange hit is almost automatic. Watch out for rebounding oranges! You don't want to juice yourself.

Keep Away

Once you've captured the coin, you want to get out of town as fast as possible. Of course, that isn't actually possible. Instead, just try to stay clear of the other apes. Head for the heights and jump down when an enemy comes after you. Use water areas, as well, since you can swim faster than an ape can run.



Guard the Pad

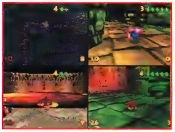
Once you have a coin, race to the nearest pad to get credit for it. The strategy for those without the coin is more complex. You should guard colorless pads, knowing that the coin-bearer has to bring it to the pad. Don't fight among yourselves. Instead, concentrate on getting the coin.

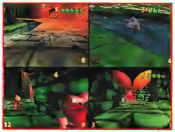
Monkey Slam

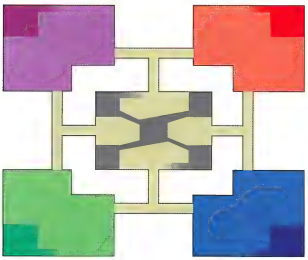
The traditional multiplayer mode in DK 64 is known as the Monkey Slam, which takes place in one of three arenas.

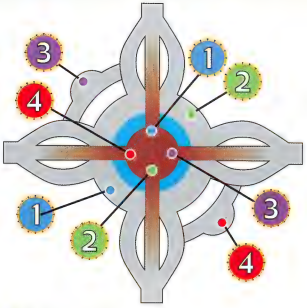
Arena 1

The first arena features a large central chamber with a giant stump that rises above a moat. On each side of the stump are chambers and tunnels with different motifs including a factory, a jungle, a temple and a castle. Those motifs give players visual signals of where they are and where others are hiding. Arena 1 also contains four Bananaporters for quickly warping between the chambers and the central stump. The moat contains lots of oranges and Homing Ammo.



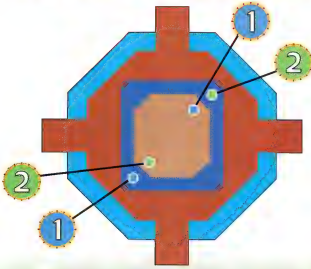






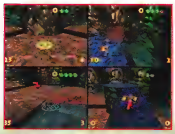
Arena 2

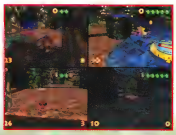
The second arena contains five medium-sized chambers, each with a mechanical look and a different hue to give players a subtle visual clue. Each of the four corner rooms has a raised platform. Look for items under the platform, on the platforms and on the ramps leading to the platforms. DK Coins are in the middle chamber, which has two ramps and a central catwalk. The higher areas are ideal for dropping oranges on opponents.



Arena 3

Arena 3 is more compact than the other two areas, but it has some great twists and turns and nooks and crannies. The moat around the outside of the arena has items for resupplying your ape. Several Bananaporters lead from the ground level to the higher platform, and the bridges that cross the moat provide good cover for hiding. In little nooks beyond the bridges where the Kongs begin the match, you'll find the pads.





Battle Arena

The Battle Arena of DK 64 pits up to four players on a round platform. Kremlings often join in the fun, making things even tougher.

Rules

The multiplayer Battle Arena is essentially the same area that you'll see during Battle Arena challenges in the adventure mode of DK 64. The round platform has a drop-off into nothingness. Random Kremlings appear in the middle of the platform and promptly attack player characters, adding to the mayhem. An assortment of items adds to the fun.

Items

Six items appear randomly on the platform during the match. Some of them are dangerous and best avoided. Other items are a great help. Battle Arena matches tend to be fast-paced and chaotic, so players who know the benefits of each item will have a distinct advantage. Not shown below are melons and coins. Melons replenish your health, and coins are used in various coin modes.

Yellow Banana

The Yellow Banana increases your speed for a short time. This can be good or bad, and it's particularly dangerous if you grab it near the edge of the platform where it's easy to go racing off into the void.

Blue Banana

The Blue Banana is blue from cold. If you grab the Blue Banana, the other players will be frozen for several seconds, giving you time to attack, collect coins or pick up other items.

Crystal Coconut

Grab a Crystal Coconut to grow large and stomp on other players. The effect won't last long. When you're huge, watch your speed, because each giant step will carry you farther.

Orange

The oranges work a little differently in the Battle Arena than elsewhere in DK 64. Here, all you have to do is touch them for the orange to explode, sending out shock waves that hit everyone but your character.

Supply Crates

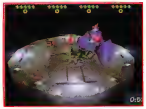
Pick up the Supply Crate and get a Pineapple Launcher, Coconut Shooter, or whatever shooter your Kong normally receives along with five shots. The shooter lasts until you expend the ammo.

Question Mark

The Question Mark produces random effects. Some are like the effects from items and some, such as reverse direction and slow motion, are unique to the question mark.

Kong of the Platform

The most important skill in winning Battle Arena matches is your ability to stay on the platform. If you fall off, you'll lose a life or some of your coins, and you really can't afford to lose either depending on the game mode. To avoid this fate, stay near the center of the platform as much of the time as possible and jump up in the air if someone goes for an orange.



MYSTERY MODES

Banana Fairies are scattered all over, and once Tiny finds the camera on Banana Fairy Island, all the Kongs can capture them on film. Whenever you snap one, they'll fill up your inventory, from film to ammo to Crystal Coconuts. But that's not all...

VALUABLE COLLECTIBLES

You might have noticed the Banana Fairy as a menu option on the Start Screen under the heading "Mystery." This menu gives you access to several bonus features of the game—the number depends on how many of the game's 20 Banana Fairies you've photographed. From archived cinema scenes to boss rematches, you'll be able to check out some of the most fun parts of the game at your leisure—and find some new ones.

x2 DK THEATER

Want to listen to the rap over and over until you know it by heart? Or how about watching all of the game cinemas one right after another? Once you've photographed two fairies, you'll be able to check out any cinema scene you've already witnessed.

x10 BOSSES

Sure, it's a lot of fun testing your mettle against the huge bosses that K. Rool sends after you, but having to play through an entire game just to rough up King Kut Out would be ridiculous. With ten Banana Fairies, you can rematch anyone you've already beaten.

x15 KRUSHA BATTLE

Fifteen Banana Fairies give you a cool new go-to guy in Battle Mode—Krusha, the ill-tempered, giant Kremling from DK games of yore. This guy has size to rival Chunky, and if that weren't enough, he also packs an orange grenade launcher.

x6 DK BONUS

Six fairies win you the right to play Jetpac, the original Donkey Kong and an extra couple of bonus games, provided you've found the two creatures involved, Rambi and Enguarde. The bonus minigames record your best times, so you can keep coming back for more.

RAMBI ARENA

Rambi gets plunked down in the jungle in the middle of a huge nest of beavers. Wipe out as many as you can within the time limit, and remember, the bigger the combo, the more points you'll earn.

ENGUARDE ARENA

Enguarde's bonus stage is a massive network of pools broken by walls and interspersed with underwater passages. Swim and jump through as many DK Stars as you can within the time limit.

x20 CHEATS

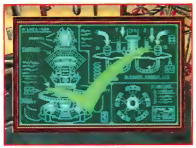
What would a Rare game be without cheats? If you can find and photograph every last Banana Fairy in the game, you'll access the cheat menu, which you can use to give the Kongs an unlimited supply of the game's collectibles. You can make your supplies of coins, ammo, oranges, film, Crystal Coconuts or Music Energy infinite.

Bonus Games

If you need a break from hunting bananas, you can always turn to the wide variety of Bonus Games. The only problem is that once you've beaten one, its Bonus Barrel will disappear and you won't be able to replay it just for fun. Leave it to wily Snide to figure a way around that problem.

Return All the Blueprints

The main reason to retrieve all 40 of Snide's Blueprints is to buy yourself some extra time in Hideout Helm. Snide will be so excited to have his plans for the Blast-o-Matic back that he'll also reward you by allowing you to play eight select Bonus Games whenever you please. If you pay a visit to Snide's HQ after you've returned the 40 prints, an added Bonus Option will appear on the screen.



Kremling Kosh!

Kremling Kosh is sort of like Whack-a-Mole, but instead of moles, you're whacking Kremlings that randomly peep their heads out of barrels. Use the Control Stick to position your target sights on a Kremling, then blast it with a melon before it can duck out of range. Remember that the red ones are worth two points. If you can reach the target score before one minute elapses, you'll win the game.

Batty Barrel Bandit!

Though it looks more Gilligan's Island than Vegas, the slot machine is very much like a Sin City one-armed bandit. The biggest difference is that playing this machine is less of a gamble. Press A to spin the reels, then hit A again to stop a reel when it displays a banana. Each consecutive tap of the button will halt another of the reels, moving from left to right.

Beaver Bother!

As a Klaptrap, you must corral the beavers into the hole in the middle of the barrel. But leave it to the beavers to eagerly confuse you into falling into the pit first. Tapping A will make you jump, hitting B will cause you to snap your crocodile jaws, and circling the hole while chasing the beavers will send most of them plummeting down the drain.

Searchlight Seek!

It's dark out, but your monkeyshines can light the way. As wandering Klaptraps attempt to scurry into the shadows, shine your spotlight on them to pelt them with your melon projectiles. When you spot a croc, anticipate where it's headed. Lead the Klaptrap by shining your light ahead of it. Once it wanders into your shaft of light, unload a fruit bomb on it.

Krazy Kong Klamor!

Call it Krazy, but the Kongs have ended up in the middle of a shooting range. As the lights in the gallery flicker on and off, the Kongs will shuffle positions. Your target is a giant banana, which will also switch positions with the Kongs. Aim for the fruit when the lights go up, and make sure it's not a Kong you've targeted or you could have one bruised monkey to answer to.

Peril Path Panic!

Two rows of hungry crocodiles lounge in the shooting range waiting for a bite to eat. Fairies will fly from the left side of the gallery to the right in an attempt to reach the other side, but the Klaptraps will try to munch them. Satisfy the reptiles' hunger by firing a melon into their mouths when they open wide and keep them occupied with fruit to provide safe passage for your pixie pals.

Big Bug Bash!

Shoo, fly, you bother me! Armed with your flyswatter, smash the pesky bug that buzzes around the barrel. Hit the A Button to swat the fly, and take your swings early—your bug squisher hovers a bit over the barrel, so it will take a second before it touches down. And while a second isn't much time, it's practically a lifetime to a fly—and just enough time for it to flitter out of range.

Teetering Turtle Trouble!

Apparently, plates weren't handy, so the snakes are instead balancing turtles and spinning them for fun. The slithery spinners can keep the turtles balanced for only so long, so you've got to shoot melons at them to keep them alert. The turtles in the most danger of falling to the ground are the ones that shout "Help!" so focus your melon barrage toward the plea.

Arcade Archives

Once you've photographed six fairies, you'll unlock the DK Bonus section of your Mystery Menu. On that screen, you'll be able to access the Donkey Kong arcade game (if you've collected the Nintendo Coin) and the Jetpac game (if you've scored the Rareware Coin).

Donkey Kong

A story of a man, his girlfriend and the ape who comes between them, Donkey Kong is the arcade classic from 1981 that introduced the world to Mario and, of course, a certain simian who is the game's namesake.

DK's First Adventure

Dust off the DK game in Frantic Factory and Gorilla-Grab the lever to give the game a go. If you can finish Level 4 and send Donkey Kong tumbling stories below, you'll win a Golden Banana. Beat it a second time to earn the Nintendo Coin also, which, along with six fairy photos, will buy you the right to play the game anytime in the Mystery Menu's DK Bonus section.

Level 1

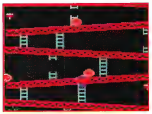
The first level eases you into the basic concept of Donkey Kong, which is probably familiar to most gamers. Playing as Mario, you must climb and hop your way up ladders and girders to rescue your kidnapped girlfriend from DK's scruffy clutches. By hitting the A Button, you can leap obstacles and grab the barrel-smashing hammer. To control your movement, try using the Control Pad since the game requires no diagonal motion.

Level 2

The second, fourth and top stories of the building are conveyor belts, indicated by the pink rollers that cap the ends of the girders. Often, you'll have to tread against the flow to reach the ladders on the conveyor belt floors, so set foot on those levels only when the pies have rolled safely away from you. If you avoid all obstacles and reach the fifth floor, you'll clear the level.

Hang out on the Ladders

If you don't have time or room to jump over an incoming barrel, flee to a ladder and station yourself between floors. Though barrels do occasionally travel down ladders to continue their descent to the main floor, the risk you take sweating it out in the ladder safety zone is minimal considering that Mario's stubby legs can't outrun a speeding barrel.



Caution: Dangerous Desserts

The fourth story is the most dangerous floor, since its ladders automatically retract and its conveyor belt floor flows toward a flaming barrel of oil. As soon as you reach the fourth floor, trudge away from the oil barrel, jump the incoming baked goods and climb up a ladder. Even if it isn't fully extended, you'll be clear from the belt and pies.

Level 3

In Level 3, you must hop onto the elevators to reach the top of the building. When making a leap to a lift, keep in mind that Mario's jumping ability is very limited and he can't sustain a drop that exceeds the height of two girders.

Level 4

If you finish Level 4 while playing the game for a second time in Frantic Factory, you'll win the Nintendo Coin that unlocks the Donkey Kong arcade game for free play outside of adventure mode. Look for the game in the DK Bonus section of your Mystery Menu.

Safety Zone

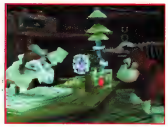
It's far more difficult to jump over a spring than it is to position yourself so one bounces over you. When you reach the top floor, stand to either side of the ladder as you wait for a safe chance to climb up. If you wait there, the springs will bounce over you without incident.

Donkey Kong Unplugged

Jump over the orange plugs to remove them from the girders. Once you've yanked every last plug, the girders will fall out from under Donkey Kong and send the big ape plunging headfirst to the main floor. If you pull off the feat, you'll win the round.

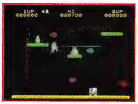
Jetpac x6

Long before dabbling in DK games, Rare was known as Ultimate, a computer game developer that hit the scene in 1983 with Jetpac. Created for systems like the Sinclair and Vic 20, Jetpac grew into an acclaimed—if not obscure—smash. Included in DK64, Jetpac is unchanged, save for its obscurity.



Rocket Man

Reminiscent of a fellow vintage video game, Joust, Jetpac centers around an astronaut who must hover to different platforms to collect rocket parts and fuel while dodging asteroids and spaceships. To play the game, earn at least 15 Banana Medals, then visit Cranky. When he lets you play, score at least 5,000 points to cause a Rareware Coin to fall from the sky. If your astronaut collects it, you'll unlock the game for free play on your Mystery Menu.



Collect the midsection first by flying over it. Hover directly over the rocket base to drop off the piece you've grabbed, then repeat the process for the nose cone and fuel.

The easiest way to score 5,000 points is to build and fuel your rocket and then hang around, collecting the bonus point goodies that drop from the heavens.

Your ship can't take off if it's white. Drop fuel into it until it's brimming with magenta fuel, then walk over to your rocket to board it and blast off to the next level.

The aerial assault grows faster and heavier the deeper into space you play. Give yourself enough reaction time to dodge the barrage by hovering around the central platform.

While the previous levels had you piecing together rockets, Level 5 will have you building a space shuttle as flying saucers zip about your airspace.

MONKEY SEE, MONKEY DO

It's a huge world out there, and no matter how many Kongs you have splitting up the work, it's still tough to get absolutely everything done. If you want to make things easier on yourself, simply follow this step-by-step checklist from your first steps to the final fight.

Visit Cranky to get the story	Foldout
Complete the training and exit the training area	Foldout
Visit K. Lumsy, who opens the entrance to Jungle Japes	25
Complete Jungle Japes with Donkey Kong and free Diddy Kong	26-27
Complete Jungle Japes with Diddy Kong	28-29
Defeat Army Dillo and open Angry Aztec	36
Complete Angry Aztec with Donkey Kong and free Lanky Kong	38-39
Complete Angry Aztec with Diddy Kong and free Tiny Kong	40-41
Complete Jungle Japes with Lanky Kong	30-31
Get Lanky Kong's Golden Banana behind K. Lumsy's cage	Foldout
Take Tiny Kong to Fairy Island and get the Golden Banana behind the Feather gate	Foldout
Complete Jungle Japes with Tiny Kong	32-33
Complete Angry Aztec with Lanky Kong	42-43
Complete Angry Aztec withTiny Kong	44-45
Defeat Dogadon and open Frantic Factory and Gloomy Galleon	48
Get Donkey Kong's Golden Banana on K. Rool Island	Foldout
Complete Frantic Factory with Donkey Kong and get the Nintendo Coin	50-51
Get Donkey Kong's Golden Banana in the entrance to Frantic Factory	Foldout
Complete Frantic Factory with Diddy Kong	52-53
Get Diddy Kong's Golden Banana at Snide's House on Crocodile Isle	Foldout
Complete Frantic Factory with Lanky Kong and free Chunky Kong	54-55
Get Tiny Kong's Blueprint in the entrance to Frantic Factory	Foldout
Get Tiny Kong's Golden Banana in the entrance to Angry Aztec	Foldout
Complete Frantic Factory with Tiny Kong	56-57
Get Lanky Kong's Golden Banana in the entrance to Jungle Japes	Foldout
Complete Jungle Japes with Chunky Kong	34-35
Get Chunky Kong's Golden Banana behind the Pineapple gate	Foldout
Complete Angry Aztec with Chunky Kong	46-47
Play music and get Chunky's Golden Banana on Kong Island	Foldout
Complete Frantic Factory with Chunky Kong	58-59
Defeat Mad Jack	60
Get Chunky Kong's Blueprint in the entrance to Gloomy Galleon	Foldout
Complete Gloomy Galleon with all Kongs	62-71
Defeat Puftoss and open Fungi Forest	72
Get Diddy Kong's Golden Banana behind the Peanut gate	Foldout
Get Diddy Kong's Golden Banana at the top of Kong Island	Foldout
Complete Fungi Forest (except Lanky's race) with all Kongs	74-83
Defeat Dogadon and open Crystal Caves and Creepy Castle	84
Get Donkey Kong's Golden Banana in the entrance to Crystal Caves	Foldout
Get Diddy Kong's Golden Banana in the entrance to Crystal Caves	Foldout
Get Lanky Kong's Blueprint in the entrance to Crystal Caves	Foldout
Complete Crystal Caves with all Kongs	86-95
Defeat Army Dillo	96
Complete Fungi Forest with Lanky Kong	78-79
Get Lanky Kong's Golden Banana in K. Lumsy's cage	Foldout
Get Tiny Kong's Golden Banana in the entrance to Gloomy Galleon	Foldout
Get Diddy Kong's Blueprint in the entrance to Creepy Castle	Foldout
Get Lanky Kong's Golden Banana in the entrance to Creepy Castle	Foldout
Complete Creepy Castle with all Kongs	98-107
Defeat King Kut Out and open Hideout Helm	108
Get Donkey Kong's Blueprint in the entrance to Hideout Helm	Foldout
Bananaport and play music to get Tiny Kong's Golden Banana	Foldout
Smash the X and get Chunky Kong's Golden Banana	Foldout
Find Chunky Kong's Golden Banana in the entrance to Hideout Helm	Foldout
Complete Hideout Helm	110-113
Defeat K. Rool	114-116

SEE NO EVIL.

WE DON'T MONKEY AROUND

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THE PRIME PRIMATE'S BACK!

The cruel Kremling king has returned once more with hopes of ape annihilation, and not even a gang of DK's relatives can assure a Kong victory. Our crew of slightly more evolved primates at Nintendo Power will make sure you don't go bananas.

- Detailed directions to help you find all of the 201 Golden Bananas
- Complete maps of all eight levels, from your front door to the final Kongfrontation
- All the tips you need to track down 101% of the items in the game, from bananas to Battle Crowns to Banana Fairies
- Multiplayer maps and tactics to help you make monkeys of your friends
- Boss strategies, professional ape advice and the scoop on all the cheats!

PLAY ALONG WITH THE KONGS' GREATEST HITS!

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